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GAMES

JULY/AUGUST 1978

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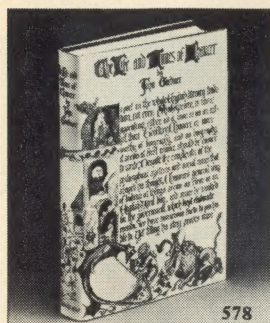
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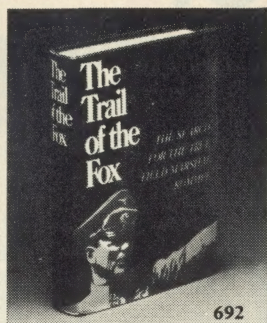


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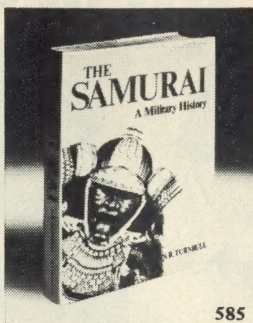
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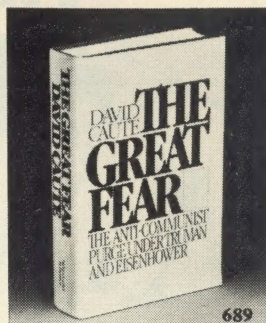
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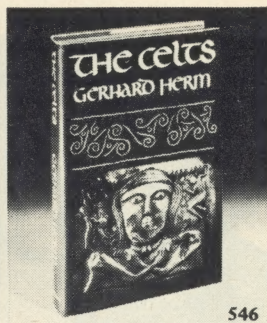
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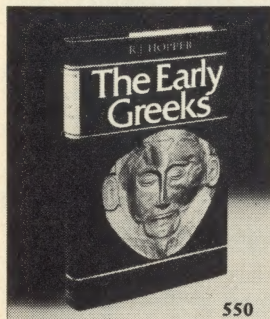
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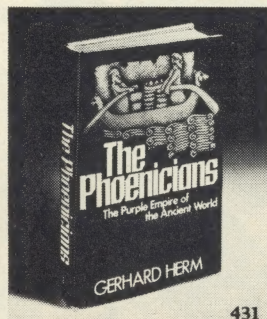
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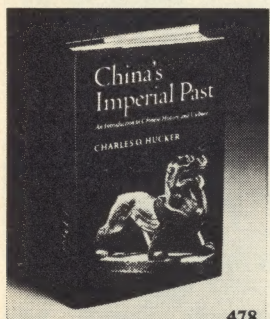
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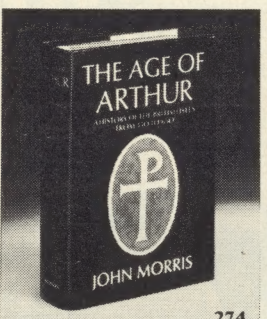
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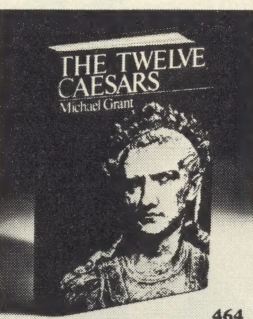
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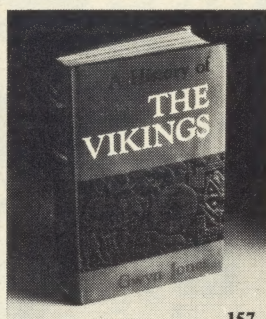
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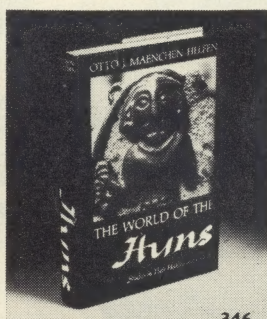
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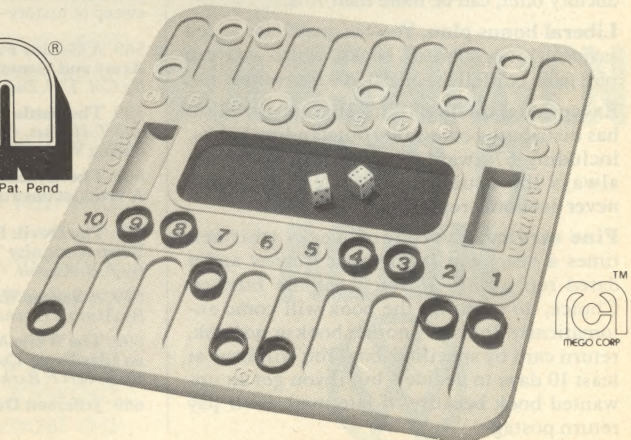
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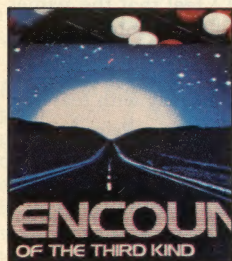
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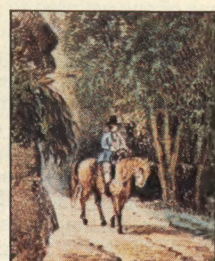
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COVER: Gerald Lynas photographed by Janet Beller.

LETTERS

Chimp Pleads Innocent

Please inform your young mathematician from Brooklyn that he may return his accursed chimp (March/April contest) to the zoo secure in the knowledge that at least one rapidly aging mathematician from the Bronx has suffered long and hard over those forty-nine "random" letters.

Fred Hicinbotham
Lake Parsippany, NJ

During my futile attempt to reach 2,000 points, my husband has threatened divorce, the sanitation department has condemned my house, and my children are on the verge of malnutrition. This contest is not only addictive, but cruel and unusual punishment. I will not give up until I get that darn T-Shirt.

Gail Withers
Eugene, OR

Buzkashi

I have been enjoying your magazine very much and look forward to the arrival of each issue. However, I was shocked and disappointed by the inclusion of the "Buzkashi" article in the March/April issue.

Only a very small handful of your subscribers could have enjoyed reading about a "game" where several "freshly decapitated" calves are lugged around by men called "heroes" on horses that are "sometimes killed" in the "maelstrom of flying hooves and whips."

Such an article belongs in a magazine with a title like "Cruelty to Animals for Fun and Profit," not in your otherwise fine publication.

Paul H. Dewey
Kayenta, AZ

Splat!

Your mention of your beachball game, "Squeamish" (May/June Letters), reminds me of one we used to play when I was a kid in Haddonfield, NJ, during the early 1940s. It was called "Splat," and involved not a soft beachball, but a decrepit, falling-apart softball. Standing out in the little-trafficked street on a summer's evening, and covered by the shade of the huge maple trees that arched completely across the street, we would throw the ball up into the air and wonder, in the gathering gloom, where it would land. The foliage of the trees and the darkness, kept us from seeing where it was going. Whoever got the ball first after it came down (assuming he or she didn't get conked on the head and rendered unconscious) got to throw the ball up next. The name "Splat" derived from the noise the ball made when it hit the macadam, as it was almost never caught!

Mildred K. Henderson
Lancaster, PA



Jackie Chwast

Classroom Photocopies

As a teacher, I'd like to copy so many things from your magazine and use them to stimulate activity with my students. But alas, I can't afford thirty copies of the magazine. GAMES has such extensive potential for challenging youngsters to develop their minds in many directions. Really, I'd like to stick copyright laws in somebody's ear at times.

Colin Mailer
Brandon, Manitoba

The copyright laws allow for limited reproduction for non-profit educational purposes within a classroom.—Ed.

More on Othello

For Anton J. Ninno's information (March/April Letters), Othello was not invented by a Japanese Go player. Dr. Gini Scott was correct in saying, "Othello is virtually the same game as Reversi." Reversi was invented in England in the 1880s at a time when Go was virtually unknown to the English. When Reversi was recently brought to Japan, its nature reminded the discoverer of Shakespeare's character Othello. By changing Reversi's name, it could then be trademarked; by changing a rule, the rules could then be copyrighted. So Reversi was marketed in Japan with a slight rule variation and a new name.

Contrary to Mr. Ninno's claim, Othello is easier to learn than Go. To learn the rules of Go, the beginner must study them and play several games before they fully sink in. All rules to Othello are easy to grasp upon first reading and one played game.

Kevin Gallagher
Columbus, OH

The "rule change" that distinguishes Othello from Reversi is the standardized placement of the first four chips in crisscross fashion. This position is merely a possible opening for Reversi, the rules of which permit players to make their first four moves on any of the four central squares.—Ed.

Different Reasons

My need for GAMES is probably different from most of your subscribers. I'm a grandmother, seventy-six years old. Since the first grandson was two years old I have always had toys, tin cups, softballs, blocks, etc., at my home for the children to play with. The toys belong to the house and are always here—they have a place, and any one of the now twenty grandchildren who comes to

visit gets his- or her-age toys and returns them before leaving.

This began in 1953. Now the list of available toys is longer and the older children still expect some things that they can play with. When I received your letter about GAMES, I felt that this was my answer. Christmas night I "happened" to find two of your magazines. Four of the boys aged seventeen to twenty-three took the magazines and we never heard a word from them all evening.

Sarah Martin
Kansas City, MO

In Yugoslavia, where I am originally from, we have a magazine called KUIZ, which is just like GAMES, only precedes it by about ten years. I am an avid KUIZ fan, but have often wished for some similar diversion in English. And then along came GAMES!

Stephen Pozgaj
Brampton, Ontario

The Typey 150

After reading the results of the Millionaire contest (January/February) I feel like the frustrated young man who sees his mother-in-law driving over a high cliff in his new Cadillac! To be sure, it seems as though I am a member of a small nucleus of respondents (hereinafter referred to as the TYPEY 150) who submitted a perfectly legitimate word that totals 1,000,000 on the nose, but were denied any honorable mention, including the listing of our names.

As a matter of fact, why should the TYPEY 150 get any less recognition than the TEAETTE 38? One group loses for lateness, and gets concrete mention of their names; and the other group loses because their word is too short, and only their number is printed!

Please do not misunderstand. I realize that the TYPEY 150 lost fair and square, but I, for one, developed a serious blister, about the size of a dime, on my right pointer while pounding my calculator for God knows how long, and I feel that the names of the TYPEY 150 should be printed! If not, I would have to conclude that yours is a rather typey periodical that plays games the way J. Fred Muggs might play with teaettes!

Peter A. Frank
Philadelphia, PA

Can You Help?

Several years ago, I came across some jigsaw puzzles that involved the solving of a mystery. I regret now that I only purchased two of them before they disappeared from the market. I do not doubt that they still exist, rather I believe that the local stores do not carry them. Should you have any information regarding such a puzzle, I would be most appreciative if you would forward it to me.

P. Carruthers
(write GAMES)

Readers Report: Video and Other Electronic Games

There are a couple of issues which I believe your articles on electronic games (March/April and May/June) should have addressed: reliability and availability.

Last Christmas, I bought the *Tele-games Video Arcade* marketed by Sears. The system is manufactured by Atari, Inc., and, for all practical purposes, is identical to the *Video Computer System* marketed under Atari's own trademark.

The game I bought worked fine for about two months, then failed completely. My guess is that the problem was a faulty on-off switch on the console, but that's only a guess. Sears replaced the entire system with a new one from its stock since mine was still in warranty. But the second one malfunctioned the first time we hooked it up. So I wound up with a *third* set. Within a week, one of the joy sticks malfunctioned and had to be replaced. Since then, I've had trouble with the paddle controllers. They had to be returned to Atari headquarters in California—local dealerships apparently cannot make repairs—and I'm told it will be at least two weeks before they will be repaired or replaced.

That's a lot to go wrong with such an expensive game system (\$179 list, though they generally sold for \$139 during the Christmas season) in such a short time. I'm particularly concerned since my 90-day warranty expires soon, which means I may soon be shelling out a lot of money for repairs. Because of the need to return the equipment to California, repairs promise to be a major inconvenience as well.

In addition, I've found that the cartridges are hard to buy locally. There are at least three Atari outlets, in addition to Sears, in my neighborhood. All of them have trouble getting cartridges, and they generally sell out within hours after a shipment arrives. However, a query I sent to Atari about cartridge availability was referred to an electronics store called Guardian Angel (45405 Industrial Place, Fremont, California 94538), and my subsequent mail order for four cartridges was filled promptly.

I still believe the Atari system is probably the best on the market, but I think the issues I raised above should have been explored in any serious article on video games. I've owned other Atari products (*Pong*, *Super Pong IV*, and *Video Pinball*). Except for the loss of sound a couple of months after I bought the *Pong* game, all the Atari products except the *Video Arcade* have proven very reliable.

Incidentally I strongly recommend *Video Pinball* to anyone who enjoys video games, particularly if they want a game they can play by themselves. The damn thing is addictive. My only complaint, echoed by my eight-year-old son, is that it seems to be harder on my eyes than any of the other video games I've played. I have found, though, that keeping a room light on when playing *Video Pinball* at night makes the game a little easier on the eyes.

Jerry Brown
Lakewood, CO

I relished the article about the *Chess Challenger* computer, written by Randi (March/April, page 43.) I bought the original version from the Heath Company of Benton Harbor, Michigan. As a beginner I found it

very helpful, but after a few months I started to win frequently. I then took advantage of the privilege of trading in the original for the updated Chess Challenger II. My experience with the newer version is exactly like Randi's, as I cannot seem to win very often (not enough patience!).

However, I wish to let you know that there is another computer chess game on the market: *Compli-Chess*, manufactured by Staid, Inc. of Largo, Florida. I bought this also, since it has certain additional features that the Challenger does not have. One of the features is that by pressing one of the buttons ("B"), one can set up any position more easily than with the Challenger. "B" gives one a blank board, after which it is a simple matter to set up the pieces one at a time by pressing buttons for the name of each piece and its desired square. Another feature is that one can choose from six different levels of intelligence. Since this computer has no board of its own, the manufacturer supplies a set of black and white decals that can be used to label all 64 squares of any chessboard with the proper coordinates.

One further thought, not brought out in the article: when playing any computer chess game, it is a good idea to record all moves on a piece of paper. Many a time I exposed the computer's king to check, only to see the machine make an entirely unrelated move! I wrote to the manufacturer, who said the only way to check up on the machine was to make notes and then use the "FP" (Find Piece) button to verify the position. Since that time I have had several instances of apparently illegal moves, but I have *always* been wrong! However, by reviewing the notes and setting up the board just before the wrong move, I could carry on from there.

Gilbert L. Peters
Hollywood, FL

LAUNDRY BASKET

Mistakes: March/April

★ In your review of *Scrambled Exits: The Greatest Maze Book Ever*, on page 53, you need more than just vowels to make sense of NGHTTHPR. There are three T's in the film title "A Night at the Opera."

David Williams
Maryville, TN

May/June

In the *senet* board on pages 14-15, the names and numbers of the squares in the middle row were incorrectly printed from left to right, instead of from right to left. The symbols are in the correct positions, but the square on the far right should be number 11 (*House of Mūt*) and so on in sequence to square number 20 (*The House of Bread*) on the far left. Interestingly enough, the game plays well in the sequence presented; but in Dr. Kendall's reconstruction, players move around the board as if on a path shaped like a backwards S. We regret the error.—Ed.

GAMES

July/August 1978
Volume 2, Issue 4

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GAMEBITS

GAMES MUSEUMS

If you're touring the byways this summer, why not take a break during the hot hours and visit a game museum? We've found five; if you know of any others, please help us add to the list.

The Museum and Archive of Games, on the campus of the University of Waterloo (Ontario), houses more than four hundred games from all over the world—Eskimo bone games, a Hungarian chess set, a Japanese drinking game, and a mancala board from Syria, to name just a few. The museum's archives also contain more than a thousand books and monographs pertaining to games. The museum is open to the public free of charge from 1 to 4 PM, Monday through Friday, and at other times by appointment. Contact: Dr. E.M. Avedon, Museum and Archive of Games, University of Waterloo, Waterloo, Ontario N2L 3G1.

Colonial Williamsburg, located fifty miles southeast of Richmond, Virginia, may house the finest collection of eighteenth-century games in the United States. In its restored homes and taverns you can see examples of goose boards, loo and backgammon tables, draughts sets, colonial jigsaw puzzles, and a twelve-foot-long billiard table. There's a village lawn-bowling green, and in the evenings, goose and cards are played for peanuts at "the Gambols" in Chowning's Tavern. Entrance to Colonial Williamsburg is by admission ticket (prices vary according to the

length of your stay). Contact: Colonial Williamsburg Foundation, P.O. Drawer B, Williamsburg, VA 23185.

The Game Preserve, in Peterborough, New Hampshire, is actually the private collection of Lee Dennis and her family. Through the years, they've assembled more than seven hundred games dating from the late 1800s to 1930. Their house is the museum, or vice versa, and since it's a bit off the beaten path, call ahead to make sure someone's home: 603-924-6710. (Small contribution requested.)

The Games Preserve (that's Games with an "s" this time) is located on a twenty-five acre farm in Fleetwood, Pennsylvania. GAMES contributing editor Bernie De Koven and friends have filled a large barn with more than a thousand games of all types. The big difference is that these games are not meant to be viewed, they're meant to be played. There are yearly memberships at \$20; or daily admission is \$2. Play is limited to the first twenty people to arrive, so it's wise to call ahead: 215-987-6321.

The Maze, in Pigeon Forge, Tennessee, presents the "Hardest Walk-Through Maze in the World." This summer they'll be adding giant-size puzzles and games and changing their name to Professor Percy P. Peabody's Perplexing Place for Puzzle People. Admission is \$1.75. Contact: Barbara Rusk, The Maze, P.O. Box 1111, Pigeon Forge, TN 615-453-9472. —J.G.

THE WILD WEST

For diversion this summer, try these whacky competitions:

July 1. Yuma, Arizona. A seven-mile stretch of the Colorado River will look like the San Diego Freeway at rush hour when hundreds of people in inner tubes float to the finish in the World Championship Inner Tube Races (602-782-2567).

July 4. Kenwood, California. Contestants sit on a pole over a creek and try knocking each other off with a foam pillow in the World Championship Pillow Fights (707-833-2042).

July 4 weekend. Albany, Oregon. Chop logs, roll logs, climb trees, top trees, and throw axes for cash prizes in the World Championship Timber Carnival (503-928-2391).



August 12. Petaluma, California. A few people, apparently, admit to having ugly dogs and enter their Rovers in the Ugly Dog Competition (P.O. Box 631, Petaluma, CA 94952).

August 20. San Diego, California. Don't pull the plug in the Bathtub Race at Mission Bay (714-276-2800).

—J.J.



Illustrations by Jackie Chwasi

SHERLOCK AT THE BILTMORE

On Saturday afternoons at the Pascack Movie Theater our childhood fantasies ran in celluloid. A punk kid could be the Thin Man, the Saint, Sam Spade, or even Sherlock Holmes.

Late this past winter the fantasy took a new dimension when the Mystery Writers of America and the Crime Writers of Europe gathered at Manhattan's Biltmore Hotel to play Clue, Parker Brothers' detective game. In anticipation of covering the event I called my favorite Baker Street Irregular, borrowed his invernness coat and deerstalker hat, added my own briarwood pipe, and the metamorphosis was com-

plete. When I entered the Music Room of the Biltmore I was prepared to defend truth, justice, and GAMES magazine.

I took a seat at one of the many tables set up for the games, and sized up the opposition. The woman next to me wondered about the funny looking cards. Two other men seemed more interested in how the name changed from Cluedo (the British version) to Clue, than in the rules of the game. The fourth player at my table was named Percy Spurlark Parker. I wondered about possible nepotism, and was assured that he was no relation of the Brothers.

The game began. I headed for the lounge, Percy headed for the ballroom, the rest ambled about aimlessly. It was clearly going to be either Percy Parker from Chicago or Sherlock Holmes from the Pascack Theater who would be first to solve the crime. As the game continued suspects and weapons were discarded with abandon. Everyone seemed to suspect Professor Plum

while there was disagreement about the murder weapon. Some (myself included) suggested the candlestick, others the lead pipe. But the room—which room did the crime take place in? I noticed a gleam in Percy's eyes. On his turn he headed for the hall, while I stewed on the other side of the board. It was soon over. Professor Plum, the candlestick, in the hall.

At a nearby table sat Frederick Dannay (alias Ellery Queen) and Walter Gibson (creator of The Shadow and this month's Photocrime). For a while I lost track of the tournament and forgot I wasn't Sherlock Holmes, as we discussed the difference between revolvers and pistols (the revolver in Clue is in fact a pistol), favorite cases, and whether crime writers would make good criminals (Gibson said yes, Dannay said no, I abstained). Too engrossed to notice the awards being handed out, we learned only later that Percy Spurlark Parker had won the championship.

—J.G.



CRIBS, MUGGINS, AND ONE FOR HIS NOB

Cribbage players will gather en masse in Raleigh, North Carolina, July 29-31, for the Fifth Annual National Open Cribbage Tournament. Each of 256 contestants will play eleven rounds during the first two days—a round consists of the best four out of seven games—and the eight quarterfinalists will go on to play another five rounds on the last day. In case you weren't counting, that's a lot of cribbage. The tournament will be cosponsored by WRAL-TV (which will broadcast the finals live) and the U.S. Playing Card Company (which will supply cards and boards). There's an entrance fee of \$35. Last year's champion walked off with \$1,500 (out of a \$3,000 purse) and this year's purse is expected to reach \$5,000. Write: National Open Cribbage Tournament, P.O. Box 12000, Raleigh, NC 27605.

—J.G.

ORIGINS '78

This summer's wargaming conventions will reach their peak on July 14-16, when ORIGINS '78 opens its doors to an expected three thousand plus dedicated gamers. Sponsored by Metro Detroit Gamers (the first time the players rather than the manufacturers have hosted), the convention will be held on the North Campus of the University of Michigan at Ann Arbor. Scheduled events include more than a hundred tournaments, auctions of games and game-related paraphernalia, and a softball match pitting the Avalon Hill Company against their arch-rivals, Simulations Publications. Manufacturers will be on hand to display and sell their newest creations; workshops and panel discussions will examine the present and future state of the hobby; and the highlight of the convention will be the presentation of the Charles Roberts Awards for outstanding merit in board games, and the H.G. Wells Awards for excellence in "miniatures," those elaborately detailed figurines that are used by some wargamers as playing pieces.

For further information write: ORIGINS '78, Metro Detroit Gamers, 12554 Dresden, Detroit, MI 48205.

Similar events later this summer:

Aug. 18-20 GEN CON XI
TSR Hobbies Inc.
P.O. Box 756
Lake Geneva, WI 53147

Aug. 25-28 FLYING BUFFALO VI
Rick Loomis
P.O. Box 1467
Scottsdale, AZ 85252

—J.G.

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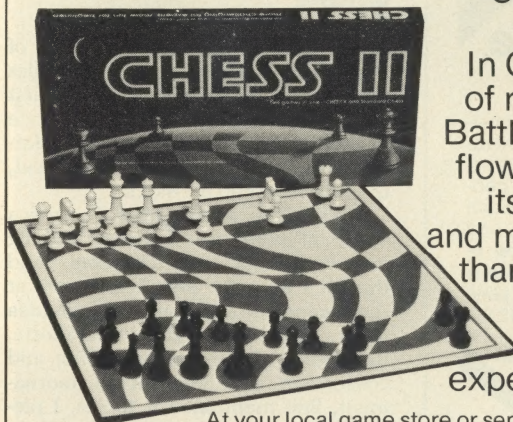
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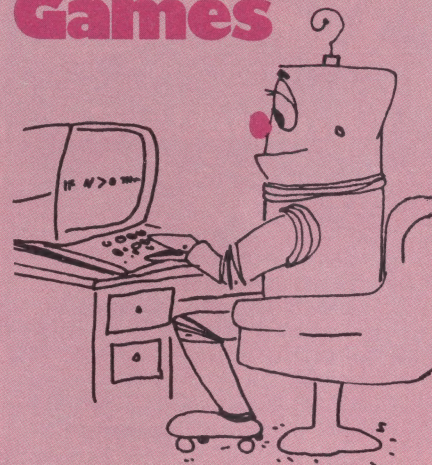
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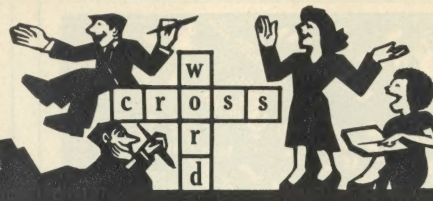
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CROSSWORDS, NOT CROSS WORDS

It was decided. Since I am the editor of Pencilwise, I was to drive forty miles through the snow to attend the First Annual American Crossword Puzzle Tournament, sponsored by the Marriott Hotel in Stamford, Connecticut, the first weekend in March.

I felt uneasy about going. There is a world of difference between editing crosswords and solving them, and though I love the first, I'm no pro at the second. In addition, I had no idea of what to expect. When Will Shortz, the highly talented puzzle editor and constructor, and judge of the tournament, first mentioned it to me, I pictured the contestants as a group of boring but brilliant professorial types, like some of the eggheads I had gone to school with, who knew everything and nothing.

I was completely wrong. One hundred sixty-one delightful, outgoing people from Canada to Maryland came to compete. What amazed me most about them was how extroverted they were. From the man with the crossword belt made by his wife to the buxom showgirl who dashed out for an evening performance in Manhattan, everyone chatted with, befriended, and enjoyed the company of everyone else. It was primarily a group of suburban people, mostly from the Stamford area. Well-dressed, well-mannered, well-educated housewives and professional men and women. They ranged in age from fifteen to sixty-nine, though most were probably in their thirties and forties. They were active people (hardly anyone the slightest bit overweight, and almost everyone a smoker), family people, and confident people.

When the ballroom doors finally opened we saw that each table had two yellow cardboard dividers folded like tents to separate contestants. Will and the other judges, looking like a family of two-legged zebras, stood near the podium in black and white striped referee shirts borrowed from a local school. A large white plastic timer, borrowed from the same school's swim team, loomed above their heads.

We were given four crosswords Saturday afternoon, progressing in size from a 15 x 15 puzzle to be completed in fifteen minutes to a 21 x 21 square puzzle in forty-five minutes. The final hour-long 23 x 23 puzzle was given Sunday morning.

Reference works, of course, were not allowed. Nor was talking. They really didn't need to tell us that—while we struggled over the puzzles, the ballroom was so quiet you could almost

hear us concentrating.

We received one point for each letter entered correctly, ten time-bonus points for each full minute remaining if we finished early (provided no more than three letters had been entered incorrectly or omitted), and twenty-five bonus points for a perfect puzzle. Obviously, the strategy was speed and accuracy, and that is what determined the winner. (In a last ditch attempt to gather points before handing in puzzles, a few people wrote the letter E in each blank space.)

The puzzles were very difficult, designed to separate the crackerjack solvers from people like me. The fourth puzzle, by Maura Jacobson, was unanimously the most popular; it was slightly less difficult than the others and had an entertaining theme. We have reprinted her puzzle on page 29, to give you an opportunity to see how you'd stand up under tournament conditions. (The Marriott is considering regional contests to select finalists for the national tournament next year.)

The three winners of the Tournament were women (though the next seven high scorers were men). Nancy Schuster, a slim, attractive housewife from Queens, New York, who also enjoys tennis, won with a total score of 2,084 points. She has done some crossword editing and constructing, which may have helped, but she felt that a wide range of knowledge was more important. And she had had plenty of crossword practice, having learned to do them on her father's knee.

Luck, it turned out, was also an element. Nancy beat the second place winner, Eleanor Cassidy, by only twelve points. Nancy said afterwards that at the last second, before handing in the final puzzle for eight minutes of bonus points, she changed a P to a B purely by guesswork, thereby making it her fourth perfect puzzle and earning the twenty-five points that kept her in the lead. As she said to me later, "Boy, does that make for humble!"

When asked why she had come, Nancy said she had always wondered how she would compare with other solvers. I think few people came with a cut-throat desire to win; we were competing with others as a way to compete with ourselves. And that's why it was fun. There wasn't a cross word or an upset face in the crowd. Part of the credit for this goes to Mike Dolan, Director of Marketing for the Marriott, who initiated the idea for the tournament. He had the foresight to keep the prizes modest—Nancy won \$125 and a silver bowl trophy.

For the record, I placed 133rd out of 161 entrants. I was delighted not to come in last.

—J.J.

WHAT'S YOUR GAME?

For New York City singles tired of the same old games, there's an alternative. The Game Room (2130 Broadway at 75th) specializes in backgammon, Boggle, chess, go, Othello, Scrabble, and, for that matter, almost any game that suits your fancy. This is the first such establishment we've heard of, and it sounds like a natural winner.

At the Game Room you can relax in the bar/lounge area, listen to music (at levels appreciably lower than your average disco), and try getting your own game together; or hosts Jerry or Stu will gladly provide introductions to similarly playful spirits. If you're not into active participation, you might try picking up a few pointers by watching experts play their games. There are backgammon lessons on Wednesday nights, Scrabble tournaments on Thursday nights, and special events are planned, such as exhibitions by visiting chess grandmasters. To play most games costs a dollar an hour per person (darts and electronic games are free). Play stops promptly at 5 A.M.

—J.G.

RAZZLE-DAZZLE

With those long, lazy summer days finally upon us, what could provide better entertainment for the whole family than spending an evening at a good old American carnival? There's something for everyone among the various rides and games, the special attractions, and the cotton candy. But Morley Safer and a CBS-TV *60 Minutes* team took a close look at this billion-dollar-a-year cash business, and found that there's at least one kind of game of which we should all beware. It's known as the *razzle*, and the FBI describes it as grand theft.

The razzle is a numbers game, not to be confused with a game like the weighted milk bottle which usually offers at least some small chance of winning. An example of a razzle game is "Play Football," in which you try to "score" one hundred yards by tossing rings around clothespins. It may look like any other innocent midway game, but according to *60 Minutes* and the information they got from the FBI, the odds for winning at razzle are twenty-one billion to one against you. The operator uses a conversion chart to determine how many points you score on each round, and the chart is just too cluttered with numbers for the player to understand. This enables a slick operator to make sure that the points you score never add up to the amount you need to win the prize (usually a TV or stereo or money).

People have lost up to \$95,000 at razzle, and thousand-dollar losses are common in states where gambling restrictions are lenient or ignored. And once you've been had, you'll never be able to prove it.

—P.M.W.

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Toy Fair 1978

A Game Inventor and an Innocent Bystander
Look at This Year's New Games



Inside the Toy Fair

A Game Freak's February Feast

by Sid Sackson

All my life I've been fascinated by what makes a game tick, the working "mechanism" that distinguishes one game from another. I've spent countless hours in museums, libraries, and stores—looking for what is old and what is new in the world of games. At one time I dreamed of seeing each year's new games before they reached the stores. And for the past ten years, as a game inventor and a member of the press, I've had an opportunity to do just that at the annual Toy Fair.

This February the feast stretched from the Toy Center on Manhattan's 23rd Street to the Coliseum on 59th. Over a period of ten days, I saw close to one hundred games. Some I had a chance to play; with others I studied the rules; still others were briefly explained; and finally some were nothing more than an empty box and a gleam in the manufacturer's eye. Many of these creations will be reviewed in coming issues of *GAMES*, but here is a preliminary report on the games you'll be seeing in the stores.

Two-Player Strategy Games

Following the phenomenal success of *Othello*, it was no surprise to see a bumper crop of two-player strategy games. The Japanese game of *go-moku* has developed into Hasbro's *Pyramids* (after an earlier incarnation as *Matoca* along the way). Strangely enough, there's no gameboard; players place their twelve pyramids on any flat surface, with the object being to get five of a color in a row. The objective of *Invicta's Ergo* is the same, but this time play is on a board with an outer track that allows a piece to come into position as if from nowhere. Gabriel's *Touché* (March/April Gamebits) calls for only four in a row, but you never know which color will be "up" until you master the position of the magnets, and the positions are different in every game. In Kenner's *9 Way Tic Tac Toe*, the object is still to make rows of three, but you need ten such rows to win. Each piece played contains both an "X" and an "O" and covers two spaces. In Quirk, a transformation of *Nine Men's Morris* by Argyle House, the objective is to form squares instead of rows, each square allowing removal of an enemy piece.

Mego gives you checkers with a *Panic Button* (the name of the game). Push it and the four quarters of the board rotate ninety degrees. Remco's *Caviar* is a strange metamorphosis of checkers where the pieces, numbered from 1 to 6,

are moved in accordance with the throws of six dice. In Mego's *Avery Close Game* the six pieces are also numbered. On a turn a player moves all six in numerical order, trying to be the first across the board. In Parker's *Outwit* (an improved version of *Caribbean Checkers*) players maneuver nine pieces from a face-off on the central diagonals into opposite corners. And from Germany, Lakeside imports *Overboard* and *Isolation*. In the former, pieces are moved in alleys, pushing enemy pieces over the edges. In the latter, the board slowly disappears!

Strategy For Up to Eight

Strategy games for more than two players also made a good showing. Hansen's *Quadrage* brings partnership play to the ancient game of backgammon. *Quadrachess*, by California Game Company, allows two, three, or four people to play chess, either as individuals or partners, on an expanded board. (Twenty-five ways of playing are described.) *Castle's Pyramid Power* is played with colored pegs on a large pyramid, the object being to form a path from top to bottom. The square tiles in Pressman's *Quad-Ominos* have numbers from 0 to 5 in their corners. Up to eight can participate in matching these corners. *Five In-a-Row*, by Western Publishing, sounds familiar, but this time instead of pieces, the row is made up of cards of the same color. In Ideal's *Match II*, illustrated tiles, hinged for easy flipping, are placed face down, and players search for matching pairs. *Data-flow*, by Systems Inc., uses a realistic computer "flow-chart" as a board. Players feed input into the "register" and manipulate "switches"—all in an effort to accumulate the most points in their "counters."

Games of Deduction

The Master Mind phenomenon continues unabated, and fans of deductive logic will find several new entries in the field. *Invicta's* latest is *Grand Master Mind*, in which geometrical shapes are introduced to further complicate the problem. Master Mind for the Blind and Colorblind makes the game accessible to a new audience. In Parker's *Black Box* (from England), four (or five) "atoms" are hidden in an eight-by-eight grid. The searcher sends "rays" into the grid and deduces the locations of the atoms from the announced exit points. Ideal's *Checkpoint: Danger!* allows each of the two players to hide four "agents" on a grid. A "scan" of a point elicits the number of agents "visible" along a straight line from that point. And *Catch a Thief*, by Knots, varies the play by introducing a moving target.

Gambling and Other Action

For plungers in search of new action, here is a quartet of gambling games. *Casino Bingo*, by Milton Bradley, allows every number called to be used, but not always where you want it. And small pots

can be won on the way to the big one. In Pazaz, also by M.B., cards are thrown off by matching the total on two dice. Each discard earns one to three chips, and the first to throw off all five cards collects the pot. Cadaco's *Auction Tripoley* adds new dimensions to an old favorite. Instead of being constant, the suit of the "pay cards" is named by the high bidder. And into Ideal's *Payoff Machine* players drop as many balls as they dare. Each ball buys one turn of a tumbler; the idea is to coax out more than you put in.

For other kinds of action Hasbro introduces *Smack-It* and *Great Moves*. In the former, when the dice total is even, players attempt to be the first to propel their disc by walloping their lever; but if you jump the gun you run the risk of losing a point when the dice are odd. In *Great Moves*, a spinner informs one member of a team where on his or her body to attach a slate, another member where to attach a pen. A picture is then drawn on the slate, and the rest of the team tries to guess what it is.

Electronic Games

The burgeoning field of electronic games was virtually a fair within a fair and there was only time to scratch the surface. Lakeside's *Intercept* provides all the sights and sounds of a bombing run and the ground defenses that attempt to bring the enemy down. In *Electronic Two-Man Skeet*, by Ideal, the familiar TV playing ground is replaced by the wider expanse of a wall as players fire two realistic rifles in an attempt to hit a moving spot of light. An adjustable timer sets the challenge for solo play. Milton Bradley's *Simon* looks like a flying saucer and emits an ever-lengthening series of colored flashes. Players attempt to duplicate the sequence by tapping their own color-coded bars at the proper time. Variations on this theme allow group and solitaire play. *Merlin*, by Parker, offers six diversions for the solo player. Play tic tac toe or blackjack against the machine; try to deduce a two-to-nine-digit number; or form a square of eight lights by breaking a code. You can also try to echo a series of random musical notes or program your own tune of up to forty-eight notes. P.E.G.S. (Parker Electronic Game System) is for two players. Each player inserts plugs into his side of a six by six grid, and is informed by a *bleeep* when he has contacted an opponent's plug. Rules for fifteen widely varied tactical games—from Soccer to Space War—are included. (I am pleased that seven of these were my creations.)

Fantasy and War

The future, thanks to the movie smashes, is definitely in. *Cosmic Encounter*, by Eon, provides a fast moving battle—with constantly shifting alliances—to establish bases on enemy planets, each player assuming the identity and powers of a dif-

Continued on page 60.

Contributing editor Sid Sackson is a game inventor and game collector. His published games include *The Winning Ticket*, *Acquire*, and *Sleuth*. His books include *A Gamut of Games*, *Beyond Tic Tac Toe*, and *Beyond Competition*.

Outside the Toy Fair

We Are What We Play With

by Joe Schick

The Toy Fair is American commerce in full bloom. Fun, it seems, is serious business and the 75th Toy Fair was a dizzying mercantile ritual whose sacrament is three billion plus in yearly retail sales. That's a healthy sliver of the GNP pie (games, from pre-school to sports, account for almost half a bill), and it's not surprising that the seven hundred exhibitors manifest a sophisticated concern with behavioral research, marketing techniques, and product safety. GAMES took a freewheeling tour of the Fair and found it a mixed bag. Plenty to play with, to be sure; and even more food for thought than we had counted on.

Speaking of food, our first stop was the Hickory House luncheonette on the main floor of the Toy Center. Many of the eight thousand buyers who visited the Fair ate there; all of them, it seemed, at the same time. If there are three kinds of games—chance, physical skill, and strategy—the process of seating, ordering, and eating is a worthy test of all three. Our meal was punctuated by the antics of a toy-crazed waitress who demonstrated a device known as Clackers (based on the Argentinian bolo) and nearly decapitated the catsup. We ate quickly.

Thus fortified, we set out and discovered some interesting trends as we played our way through the fair.

Not surprisingly, Space is a hot item this year. Parker Brothers has Close Encounters; Milton Bradley, Laser Attack; and Coleco, Space Blaster and Race Through Space, not to mention an intergalactic arsenal of guns and creatures to shoot at. Clearly, these are fad items, as are the John Travolta dolls (nice likeness—we saw one being fondled by a German film producer) and pet crabs. Still, we noted the incredibly pervasive influence of popular culture on the games world. More on this later.

Of greater interest were the electronic games, notably Parker's Merlin and M.B.'s Simon. Merlin offers not one but six games in a package that looks like a Swedish telephone. Most of the games are based upon random sequences of musical notes or numbers which Merlin creates in countless combinations. Merlin, true to his namesake, is a tactical wizard, and we often felt he was playing down to us. His are games to teach one the virtue of humility. Merlin swept five games from us, although we managed to tie him in tic tac toe. Simon plays a simpler game, based upon random color and sound sequences, and features an electronic raspberry to inform you loudly of incorrect moves. These, along with Coleco's Quiz-Wiz (a question and answer game), Mind Movers' calculator games, and the ubiquitous home-pinball units

(our favorite: Brunswick's Aspen) indicate that electronics are the fair-haired child of Toy Fairs to come.

Slightly undone by our encounter with Merlin, we took refuge in the office of Lee Gelber, of Master Mind fame. Clearly the game success story of the seventies, MM was discovered, much like Lana Turner at Schwab's, when brought to the Toy Fair by its inventor. In five years,



**A toy-crazed
waitress demonstrated
clackers and nearly
decapitated the catsup.
We ate quickly.**

twenty-six million MMs in sixty-three countries have made Invicta Plastics a major contender in the games world. Gelber is modest about his company's heady rise to prominence; in fact, he seems equally proud of his hat collection. His prize, a Sherlock Holmes deerstalker, was featured in a Master Mind ad that discouraged what he called "flattering imitations" of Master Mind. Gelber is a cultured and intelligent man with a flair for unusual promotion. In addition to the usual celebrity hype (Jackie O. plays MM,

so does Ali), and international tournaments, Gelber once virtually commandeered an airplane to import 115,000 MM sets to meet a Christmas rush. He is currently offering seven different versions of the simple color-code game with up to one million solutions. We lingered for a while near his gold, diamond, and gemstone MM set, priced at \$29,000 and guarded by Pinkertons. We suggested it was like playing marbles with the crown jewels.

Back on the playing fields of the Fair, we came upon a mini-trend. M.B.'s Mandinka, Cadaco's King Tut's Game, and Selchow & Righter's UR Royal Game of Sumer all feature motifs from the past. The first is one of many variations of a pure skill game from Africa. The second, a version of the ancient Egyptian game of senet (see May/June GAMES for another). UR, a race game like the other two, is most faithful to its source with a reproduction of a board excavated at Ur. All three present a fascinating historical footnote to games through the centuries.

It is a most curious footnote, in fact, when juxtaposed with an astonishing cornucopia of board games reflecting current sociological values and attitudes. These games are a kind of white paper on the American Experience; a cardboard distillation of what's on our minds; and a safe and controlled excursion into politics, human relations, money, and power. Brumberger has Get Off the Welfare, described as a "funny, crazy, zany game" for unemployable bankrupts, and Rat-ings, based upon the cutthroat world of TV's Neilson's. Richmar presents The Mall Game (the Great American Shopping Experience) in which contestants can run up charge accounts and ruin their credit. Real store names are used. IDC offers Police State on a board sprinkled with hammers and sickles. Lie, Cheat and Steal from Reiss prepares us for a life in politics, and M.B.'s Society Scandals offers insight into the lives of the very, very rich. Interesting, too, are the "Ungames" from The Ungame Company, in which players act out social roles in different contexts ("You're a teenage girl in a stalled elevator with an elderly man, what do you talk about?"), answer questions based upon your own feelings ("What is your definition of love?"), and share opinions, hopes, and dreams. Pretty heady stuff for \$7.98.

In fact, the Toy Fair is a surprisingly cerebral jaunt. From baby dolls that make, to computers that think, we find here the symbols and myths of our age. Wonder Woman, the Fonz, Mickey and Donald, and the famous Star Brothers—Wars and Trek—all of them are the cheerful reflection of our collective self-image. No secrets at the Toy Fair—we are what we play with. □

Joe Schick is a contributing editor to GAMES. He reports from time to time on items that might otherwise escape our notice.

It's all relative



Although they may not look very famous as photographed here with their adoring mums or dads, these children all grew up to become entertainment celebrities. From the twenty names below the pictures, can you deduce the identity of each celebrity? Answer Drawer page 61



2.



3.



4.



5.



6.



7.



8.

June Allison
Natalie Wood
Jimmy Stewart
Liza Minnelli

Liv Ullmann
Polly Bergen
Bette Davis
Sid Caesar

James Cagney
Orson Welles
Ingrid Bergman
Tyrone Power

Mary Martin
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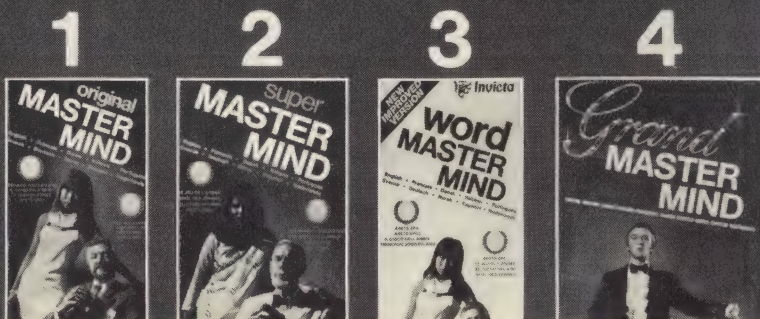
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by Luther Warm

Fletcher Hinkel's long, thin forefinger danced for hours across the keys of his pocket calculator. When all the cost estimates seemed to be in order, he glanced over at the desk beside him and saw his friend Mike looking in his direction. "Coffee, Fletch?"

Hinkel nodded, glad for the break. He strolled over to the coffee pot, poured some black brew, and settled into the chair next to Mike's desk.

"You look flat, Fletcher. Electronic calculations getting you down?"

"They sure are. I might even resort to my slide rule for a change of pace."

"You could use a good challenge. I've got a puzzle to get you going."

Hinkel smiled sardonically. Mike was out to get him. "OK, stump me."

Mike took a pencil and quickly sketched an equation on the pad before him: $VI - IV = IX$

"Here's an incorrect equation. Change it into a correct one by moving just one line."

Hinkel's eyes widened and he could feel his grey cells coming alive. "Child's play," he said, as he grabbed the pencil and rewrote the equation. "I just take the I from the IX and change it into an addition problem: $VI + IV = X$

"I thought you said you were going to challenge me, Mike," Hinkel complained with mock boredom as he passed back the pencil and returned to sipping his coffee.

But suddenly Hinkel perked up; his eyes seemed to twinkle. He grabbed the pencil and set to work.

"Here, Mike, I've got a *real* challenge for you. By adding a line, can you turn this into the Number 6?" Hinkel quickly sketched his problem: IX

Mike tossed his plastic cup into the wastebasket and gazed at the problem. He thought for a moment. "I've got it." On a fresh piece of paper, he diagrammed his solution: VI

Hinkel shook his head. "No good, Mike. You haven't added a line."

Mike was stumped. Binary code? Square root? Nope—no way to get four lines to equal the Number 6.

"I've got to get back to my desk, Mike. Here, I'll show you."

Mike's eyes fixed on the pad in front of him as Hinkel quickly drew an I, then an X and then . . . Mike bellowed with chagrin. *How did Fletcher do it?*

Answer Drawer, page 61

A Spiteful U.S. Geography Quiz



The following quiz seems to require only a superficial knowledge of United States geography. In practice, however, we feel that it is appropriately entitled. Whether or not you use an atlas, a score of more than fifty percent correct makes you an honorary mappitologist.

Answer Drawer, page 61

- 1.**
Which state or states have boundaries that consist only of straight lines?
- 2.**
Which state or states have boundaries that consist of no straight lines?
- 3.**
Which state or states have boundaries that include the arc of a circle?
- 4.**
Which state extends the farthest north (in degrees of latitude from the Equator)?
- 5.**
Which state extends the farthest south (in degrees of latitude from the Equator)?
- 6.**
Which state extends the farthest west (in degrees of longitude from Greenwich, U.K.)?
- 7.**
Which state extends the farthest east (in degrees of longitude from Greenwich, U.K.)?
- 8.**
What is the smallest number of states that you would have to pass through traveling cross-country from the Atlantic Coast to the Pacific Coast?
- 9.**
What is the smallest number of states that you would have to pass through traveling from Canada to Mexico?
- 10.**
What state borders on the greatest number of other states?
- 11.**
Which states straddle the Continental Divide, that is, have rivers which flow eventually into both the Gulf of Mexico and the Pacific Ocean?
- 12.**
What three foreign countries are the closest neighbors of the United States?
(In this question, "United States" does not include territories or possessions.)

The Frisbee Bowl ?



photographs by Jim Sheldon

More than one hundred men, women, and dogs from the world over will congregate in the Rose Bowl on August 27 to throw, catch, run, jump, dance, and play in the Fifth Annual World Frisbee Championships. Sponsored by Wham-O and run by the International Frisbee Association, the event will determine just who is who among Frisbee pros. The contestants are selected by the IFA on the basis of points earned in festivals and tournaments held earlier in the summer.

These photographs from last year's championships confirm that Frisbee is rapidly growing into a major sport. While there are Frisbee devotees on all levels of proficiency, those who make it to the Rose Bowl finals have virtually mastered the disc and all its idiosyncracies. They are tested individually in various events which require a combination of strength, precision, coordination, and all-around Frisbee know-how. One of these is the "ballet" of Frisbee—the Freestyle. In this event, partners demonstrate intricate maneuvers with a constantly moving Frisbee—throwing it, juggling it, passing it, spinning it—all performed in an exhausting whirl of motion, choreographed and set to music.

A number of team competitions are also held, and a new one, Double Disc Court, will be introduced this year. Similar to a doubles match in tennis, it is a fast-paced game played with two Frisbees. The playing area consists of two 12 by 12 meter (approximately 40 by 40 foot) courts separated not by a net but by an open area 15 meters wide. The Frisbees are launched simultaneously by opposing team members. A point is scored when a Frisbee lands uncaught in the opponents' court.

Held conjointly with the human World Championships is the K-9 (that's canine) World Frisbee Catch-and-Fetch Contest. Nine dogs, finalists from earlier competitions, are judged on the versatility and grace of their Frisbee catching, often in leaps high above the ground.

Where all of this will lead (the Olympics? Professional Frisbee Leagues?) is a good question. If Frisbee's past is any indication, its popularity will continue to spread. No overnight wonder, Frisbee is said to have been born quite casually about a half century ago when Yale students played catch with empty Frisbie-Pie-Company tins. The discs weren't mass-produced in plastic until the late fifties when Wham-O tossed them onto the market. It was then that they really took off, and though many believed them to be a fad item in the same league with hula hoops, they have remained a perennial favorite. Indeed, their appeal is aptly expressed by a favorite saying among Frisbee buffs: "When a ball dreams, it dreams of being a Frisbee." —JJ. □

Jim Sheldon is a New York freelance photographer who specializes in action photography.



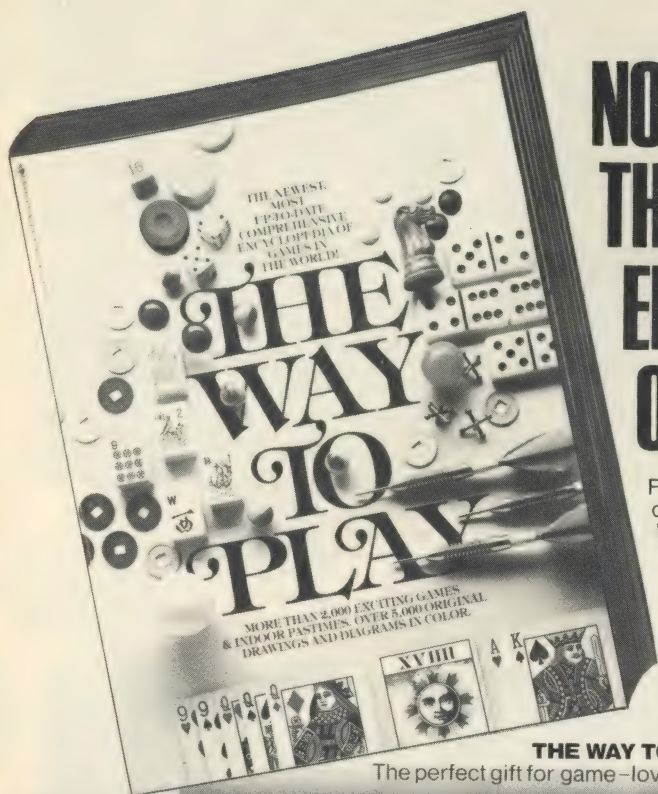
Left: The Frisbee glides toward the hoop in the Accuracy event. Players are given four tries from seven different positions at distances of 15 to 35 yards. Some throws require curved flight paths, making this more difficult than it looks. The competition record is 21 accurate throws out of 28. **Right:** Penn State's defense was unsuccessful in stopping Tom Kennedy and the Santa Barbara Condors from taking the world title in Ultimate, a fast-moving soccer-like sport with seven to a side. The Frisbee is passed from player to player until it is caught in the end zone. Accuracy and speed are essential in evading and guarding, as well as passing, and remarkable catches are often necessary.



Left: Joe Hodaklin of New York leaves the ground to make an under-the-leg Freestyle catch. **Center:** These Freestyle partners illustrate the need for excellent timing, balance, coordination, and above all, cooperation. **Right:** In a pretzel-like stance, Jeff Soto of California performs a "nail delay," one of the Freestyle maneuvers. Caught correctly on the fingernail, the Frisbee will continue to rotate for a short time without displacing.



In Guts Frisbee, teams of five line up 15 yards apart. The object is to throw the disc to a member of the opposing team in as fast or weird a fashion as possible so that it will not be caught (one-handed). When thrown full force, the Frisbee may reach speeds as high as 100 mph, and often deflects from one team member to another until caught.



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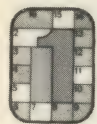
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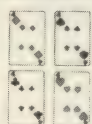
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Tile games

Dominoes, Chinese dominoes, and mah jongg tiles
Dominoes
Block dominoes
Partnership block dominoes
Latin American match dominoes
Tiddle-a-wink
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Draw dominoes
Doubles



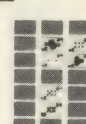
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An evening playing cards
Card games: general rules
Whist
Solo whist
Three-handed solo
Boston
Oh hell
Vint
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Euchre
Four-handed euchre
Railroad euchre



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Modern target games
equipment
Bezique
Marbles
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Increase pound
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Three holes



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Forfeit game
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Detail from "The House of Cards" by Chardin
Solitaire procedure
Solitaire terms
Solitaire (one-deck games)
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Ajax and Achilles playing dice
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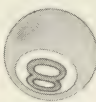


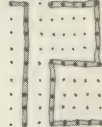
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Faro
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Zigzag
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Trente et quarante
Card craps
Monte bank
Blackjack and poker games



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15th century French popular print
Card put-and-take
Red and black
Horse race
Slippery Sam
Lansquenet
Polish red dog
Hoggenheimer
Blucher
Chinese fan-tan
Monte bank (private)
Banker and broker
Ace-deuce-jack



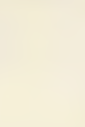
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A was an apple pie
Taboo
Join the club



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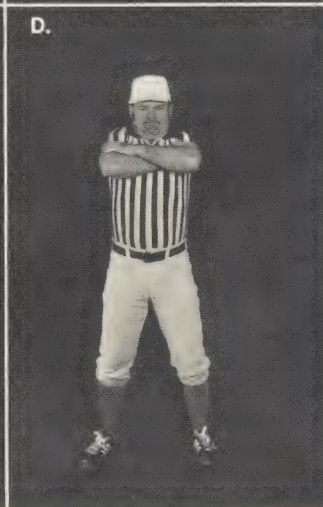
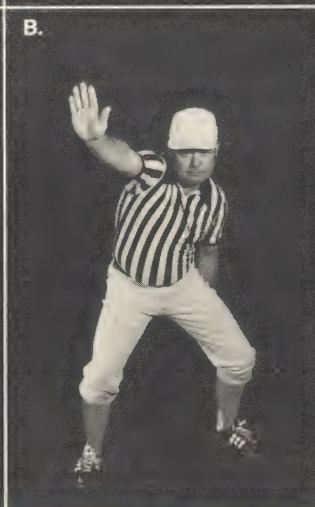
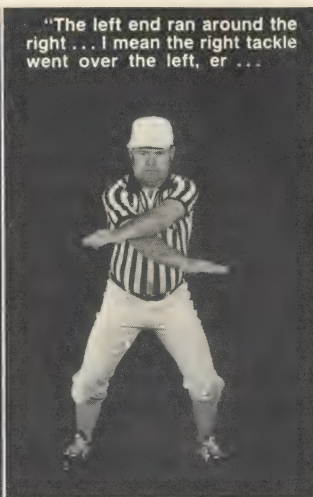
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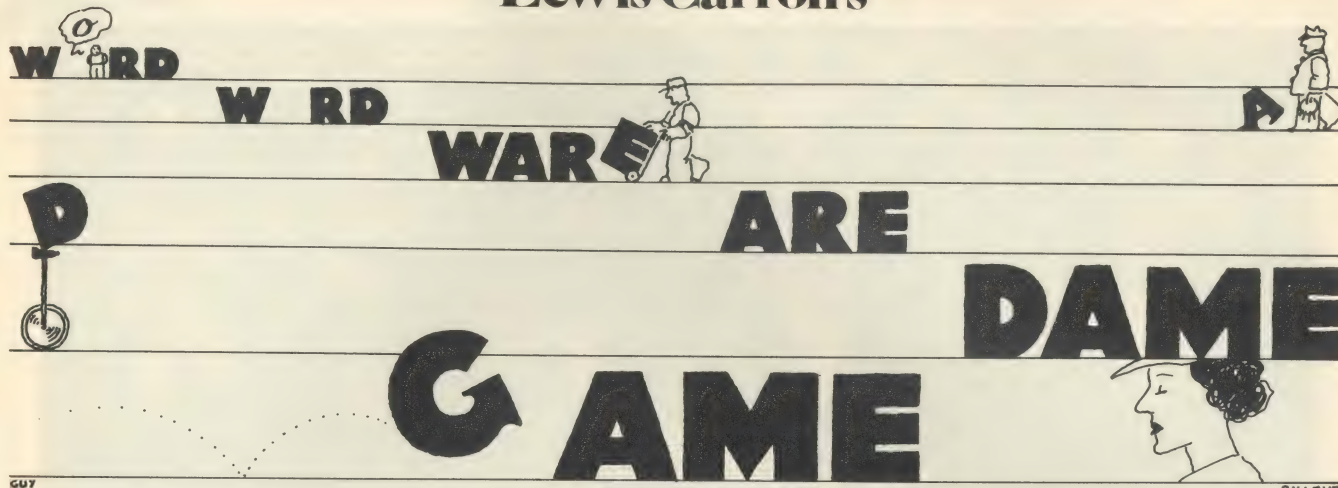
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Contest created by Gloria Rosenthal and Edward Rosenthal.

Clint Miller, photographed by Ken Robbins

Lewis Carroll's



With the way fashions change from funk to punk, it's easy to see the difference a single letter can make. One typographical error in a math book might change conic sections into "comic sections."

Lewis Carroll, the immortal author of *Alice In Wonderland*, realized how much fun it would be to play with sequences of one-letter changes. So at Christmas time in 1877, he invented a game he called Doublets to amuse two of his young lady friends who "had nothing to do."

One of his first puzzles was to change GRASS to GREEN. The object is to remove one letter from GRASS and substitute another in its place to form a new word. This is done with each new word—substituting only one letter and leaving the position of the others unchanged—until the final word is reached. Carroll's solution went from GRASS to CRASS—CRESS—TRESS—TREES—FREES—FREED—GREED and thence to GREEN. Curiously, he missed the fact that two of these steps could be replaced by the single word TREED. There is another nice 8-step solution that goes from GRASS to GRABS—GRABS—GRABS—GREED—GREED—GREED—GREED—GREED and finally to GREEN. (Can you provide the four common words I've left out?) If less common words are permitted, then four steps will do the trick, namely GRASS—GRAYS—GREYS—GREES—GREEN. But this is not a very satisfying solution unless you happen to be familiar with GREES.

So what vocabulary is appropriate for Lewis Carroll's game? Carroll defined it as those English words "such as might be used in good society," a difficult standard to establish these days. I personally prefer solutions that stick to words I know well, since much of the pleasure in this type of puzzle comes from finding new connections between unlike concepts. Almost every pronounceable combination of four or five letters has probably been

used as an archaic spelling for something somewhere, but that spoils the game. Rather than scurrying to the unabridged dictionary, I recommend solving with words in common use, since they should suffice in a well-constructed puzzle.

The Order and Method Approach

Doublets have been popular ever since Carroll published his first examples in the British magazine *Vanity Fair*. In fact, the game is so popular that it now has many different names: Word Links, Word Ladders, Word Golf, and (as introduced in the January 1978 GAMES) Laddergrams. But whatever we call them, the question remains: how do we go about finding the best solution? The answer: by using order and method.

Suppose we've been given a simple energy problem to convert COLD to WARM in only four steps. Since all four letters in COLD must change, there is no way to do the job in fewer than four steps. Furthermore, a 4-step solution requires that we jump to a letter in our final destination at each step. (If only three of the four letters had to change, we would first try for a 3-step solution.) The word following COLD must therefore be either WOLD, CALD, CORD, or COLM. Let's keep the unabridged dictionary closed for the moment and proceed with the simplest choice: CORD. Since we must still change the C, the O, and the D, there are just three ways to continue. Immediately we find two solutions: COLD—CORD—WORD—WORM—WARM and COLD—CORD—CARD—WARD—WARM.

In the same way it is easy to play alchemist, turning LEAD into GOLD in three steps. And to solve a puzzle from Nabokov's novel *Pale Fire*, transforming HATE to LOVE in at least two different ways.

Star . . . Wars

Now let's tackle a cosmic problem. What is the shortest way to get from STAR to

WARS? Again we see that at least four steps will be needed. But we find there is no 4-step solution in this case because we cannot change to a letter in WARS right away. (The only possibility, SAAR, is a proper name and thus traditionally against the rules.) So let's proceed systematically to find all legitimate words we can reach from STAR.

Since we know that a 4-step solution is impossible, it is necessary to consider 100 candidates for the second word, namely xTAR or sXAR or STxR or STAx, where x is one of 25 new letters in each case. Without going to the big dictionary we can find eight possibilities: SCAR, SEAR, SOAR, SPAR, STIR, STAB, STAG, and STAY. We might call these words close encounters of the first kind.

Now we must test each of the eight starter words to see if we can reach WARS from one of them in only four steps. The only candidates for the third word that allow us to change to a final letter are WEAR, SEAS, and SPAS; and since none of these words lead to WARS in only three steps, we can be sure that there is no 5-step solution from STAR to WARS. Let's go on then to find all possible encounters of the second kind: those words that can be reached from STAR after exactly two steps.

Fortunately we don't have to try 100 continuations from each of our eight starter words. At most, 75 possibilities are of interest now (for each case), since there is no point in changing the same letter position twice in a row. For example, we need not go from SCAR to any word like sXAR—such words were directly accessible from STAR. So here are the possible words we can reach from our list of starters: from SCAR we get SCAB, SCAD, SCAN, and SCAT; from SEAR we get BEAR, DEAR, FEAR, GEAR, HEAR, NEAR, PEAR, REAR, TEAR, WEAR, YEAR, SEER, SEAL, SEAM, SEAS, and SEAT; from SOAR we get BOAR, HOAR, ROAR, SOUR, SOAK, and

SOAP; from SPAR we get SPUR, SPAN, SPAS, SPAT, and SPAY; from STAB we get SLAB, SWAB, and STUB; from STAG we get SHAG, SLAG, SNAG, and SWAG; and from STAY we get SHAY, SLAY, and SWAY. Notice that STIR is a dead end, and also that some of these words actually arise in more than one way (SCAB from both SCAR and STAB; SPAY from both SPAR and STAY).

With any luck at all there will be a 4-step ladder between one of these 41 words and WARS, which would give us a 6-step solution to the whole problem. But, alas, they all fizzle. SOAP, for example, leads only to useless combinations of letters such as woap, saap, sorp, and soas. Furthermore, there are three troublesome cases (WEAR, SEAS, and SPAS) in which it isn't so easy to check for a 4-mover; since only three of the letters have to change we must try 75 possibilities for each word (WxAR, WEXR, WEAx, etc.). Unfortunately none of these possibilities work, thus there is no 6-step solution from STAR to WARS. What should we do now, you may be wondering. If we keep multiplying the number of words spreading out from STAR, we'll soon run out of paper (not to mention patience).

Let's start burning the candle at the other end by discovering what words could occur just before WARS. Again there are 100 cases to try, but by now we are so hooked on the problem that we have to proceed. This time we find 19 possibilities: BARS, CARS, EARS, JARS, MARS, OARS, PARS, TARS, WADS, WAGS, WANS, WAYS, WARD, WARE, WARM, WARN, WARP, WART, and WARY.

While testing these possibilities, I happily stumbled on the following 7-step solution: STAR - SEAR - SEAS - TEAS - TENS - TANS - TARS - WARS. So this must be as short as possible.

Shortcuts and Dead Ends

Of course, a good intuition can often lead to shortcuts. For example, one of the most difficult things to accomplish in a laddergram is to change vowels to consonants in certain positions. Four-letter words with a pair of vowels in the middle generally have more "neighbors" to change to than other combinations, so we might have guessed immediately that SEAR and SOAR would be the most fruitful ways to start out.

In easy laddergrams, the given words have consonants and vowels in the same positions (as in COLD to WARM). But with a harder problem (STAR to WARS) the positioning of both rarely lines up. In these cases it is best to start by changing one of the given words so that its vowels and consonants line up with the other one.

Besides the problem of changing vowels to consonants (and vice versa), it is also difficult to get to and from letters such as Q that appear in relatively few words. The following sequence from DUCKS to QUACK shows one successful way to enter

the Q's: DUCKS - DUCTS - DUETS - SUETS - SUITS - SUITE - QUITE - QUIRE - QUIRK - QUICK - QUACK. (Note that by the time I reach DUETS, the vowels and consonants are lined up with their counterparts in the final word QUACK.) We could also replace SUITE by QUIT in this example. I know of only three other ways to jump into a Q word, namely GUEST-QUEST, BUILT-QUILT, and GUILT-QUILT. Strictly speaking there is also SUINT-QUINT, but it uses a term not in my vocabulary.

Sometimes we have no choice but to stretch our vocabulary a little. If we want to prepare for the switch to metric units by changing QUART into LITER, we must go to the big dictionary right away, because the only possible first steps lead from QUART to such rare words as QUARE, QUIRT, or the physicist's new QUARK. From either QUIRT or QUARK-QUIRK we can reach QUIRE, whence it is clear sailing through familiar words: QUITE - _____ - _____ - _____ - _____ - DIETS - _____ - _____ - _____ - LITER. (Your move.)

Some words like YACHT and SHEIK cannot be used at all. And there are also pairs of words like ALOHA-ALPHA and ALIEN-ALIGN which lead only to each other. But the vast majority of 5-letter words are linked together and should be able to reach other 5-letter words through an appropriate series of one-letter changes. In fact, if you can go three steps from both your starting and ending words, it almost always turns out that there will be a path (perhaps a long one) between them. This principle makes it relatively easy to determine whether or not a proposed laddergram is possible. Notable exceptions are words from the following groups: BOUND, FOUND, HOUND, MOUND, ROUND, SOUND, WOUND, WOULD, COULD, MOULD, MOUNT, and COUNT; and ONSET, INSET, INLET, ISLET, ISLES, IDLES, IDLER, and IDLED. Breaking out of the IGH/IGHS/IGNS group (EIGHT, FIGHT, LIGHT, MIGHT, NIGHT, SIGHT, TIGHT, HIGHS, SIGHS, and SIGNS) also presents difficulties, although it can be done by going through a ladder that includes rare words: BIGHT, BIGOT, BEGOT, BEGET, BESET, RESET, ROSET, ROSES, etc.

If you've read this far, then you're ready for the puzzles on page 28. For fun, use common words wherever possible. The dictionary of record here at GAMES is *Webster's Third New International* (Unabridged), and that's the source to use if you go on from Lewis Carroll's Doublets to the Triplets Contest on page 49. ☐

Answer Drawer, page 61

Donald Knuth, author of a definitive series of books about computer programming, is professor of computer science at Stanford University. Believing that there is no real boundary between scientific research and game playing, he is probably the only member of the National Academy of Sciences who has also published an article in *Mad magazine*.

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Initial Here _____

NAME _____
ADDRESS _____
CITY _____
STATE _____
ZIP _____

change of address
or renewal
attach present
mailing label
here and write
in new address.
Allow 6 weeks
for change of
address to
take effect.
Thank You.

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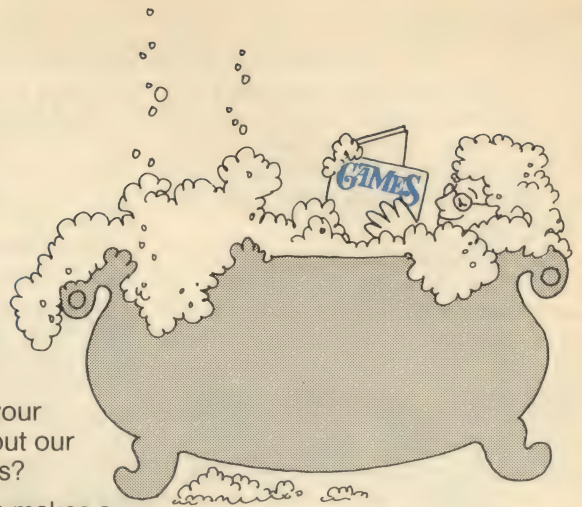
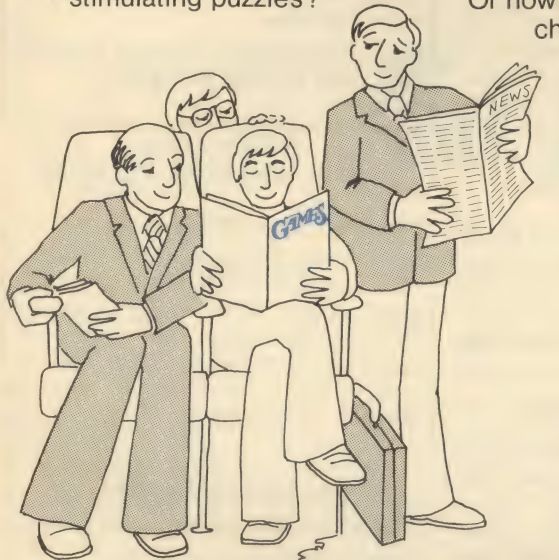
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PENCILWISE



Crossword à l'Anglaise

by Mike Wayne

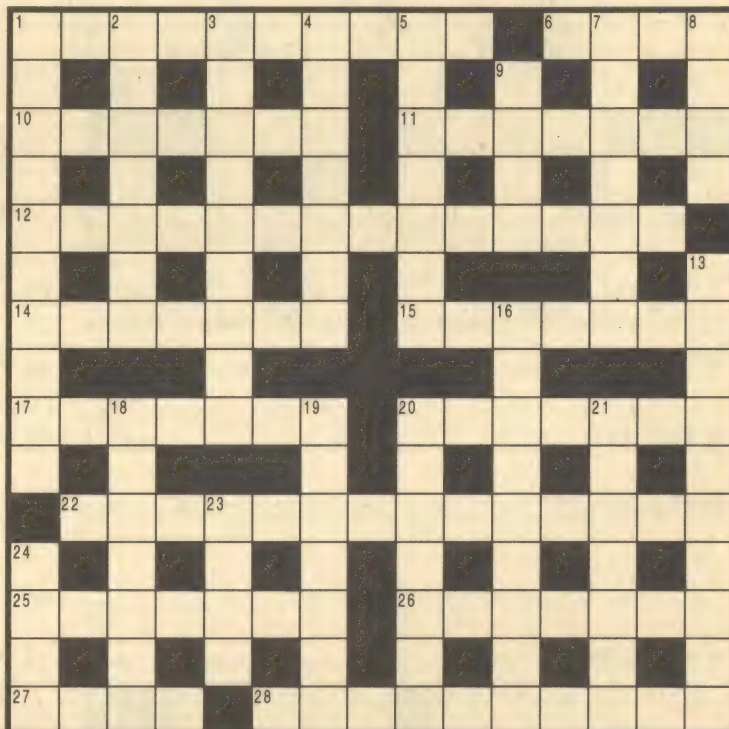
Fooled by the clues? That's the fun of British crosswords. Although they can often seem ridiculous, the clues usually provide not only a definition but also a cryptic instruction for finding the answer. In 14 ACROSS, for example, "Sues his confused" is a blueprint suggesting that the letters in "Sues his" can be rearranged ("confused") to produce the answer HUSIES, meaning "mischievous girls." Other devices include puns, hidden words, backward spellings, and sound-alikes. It seems easy when you know the answer, but it isn't. (Numbers in parentheses indicate the number of letters in answer word or words.)

ACROSS

- 1 They make fine grips, with tea (10)
- 6 Mix in a straight definition (4)
- 10 Ten wits entwine (7)
- 11 Pets who chase after car will make floor coverings (7)
- 12 Cruel tones once produced a cosmic experience (5,9)
- 14 Sues his confused, mischievous girls (7)
- 15 Margo II works with paper crafts (7)
- 17 Wards off rowdy sisters (7)
- 20 Prisoner in a TV epic (7)
- 22 Odd favorite son shapes up into a good bet (4-2,8)
- 25 I see Punic anagram composer from Italy (7)
- 26 The "Roman Six", in trial, seem unimportant (7)
- 27 Eros comes back bruised (4)
- 28 High official takes chance with rollback (10)

DOWN

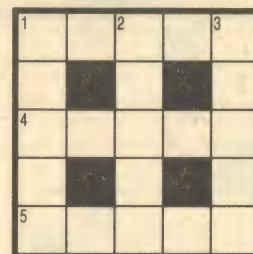
- 1 Musical instrument made from Parisian antler (6,4)
- 2 Countries where coronations are topless (7)
- 3 Spied mice scattered and caused plagues (9)
- 4 Ate nuts sloppily and got a disease (7)
- 5 Pick a low-sounding, high-pitched flute (7)
- 7 There's a girl in here somewhere (7)
- 8 She went up for a flower (4)
- 9 Get the wrinkles out—or in, strangely (4)
- 13 Stagger Lee, crawl in; drinks are in the basement (4,6)
- 16 Play it by ear, and VIP is more confused (9)
- 18 Cider as mixed drink or motorcycle attachment (7)
- 19 His fun's all wrapped up in a small sailboat (7)
- 20 Purify a stench (7)
- 21 In it I already find the first letter (7)
- 23 Spoke from dais (4)
- 24 Stir soup to produce a work of art (4)



Answer Drawer, page 62

Warmup Puzzle for New Solvers

with detailed explanations
in Answer Drawer, page 62



ACROSS

- 1 Turn back the leper and drive him away (5)
- 4 Straighten out that crooked smile and you'll go a long way, Standish (5)
- 5 In irons, when the man asks you a question, decline politely (2,3)

DOWN

- 1 The old Italian keeps getting mixed up in Ramon and Norma Moran's manor (5)
- 2 Eastern Europeans (who often "come to ski"), and their skiing sticks as well, are buried in the slope (5)
- 3 He's followed by aces in close races, but he comes in last! (5)

A Russian Cipher

by Ken Webb

In this era of detente, knowing a little Russian could come in handy. Below are the characters of the Russian (Cyrillic) alphabet (excluding several of the less common letters) and thirty-four words used in the Russian language. These words sound exactly, or very nearly, the same as they do in English. They differ only in that they've been written in an unfamiliar alphabet, or "code." By going through the word list carefully, you should

be able to find the letters or sounds in the English language corresponding to each Russian symbol. IMPORTANT: Remember that a phonetic transcription, and not necessarily a letter-for-letter substitution, is what's needed. (For example, the hard "c" sound in English would be represented by a "k.") And beware of those letters preceded by an asterisk (*); they only *look* like letters in the English alphabet.

Answer Drawer, page 62

А	Д	К	О	Т	Ц	Ю
Б	Е	Л	П	*У	Ч	Я
*В	З	М	*Р	Ф	Ш	
Г	И	*Н	*С	*Х	Щ	

- | | |
|--------------------|---------------------|
| 1. АТОМ _____ | 10. ВОДКА _____ |
| 2. МОМЕНТ _____ | 11. КОМПОНЕНТ _____ |
| 3. МЕТРО _____ | 12. ПРОДУКТ _____ |
| 4. ФАКТОР _____ | 13. ЮНИОН _____ |
| 5. МЕТАЛЛ _____ | 14. ЗЕБРА _____ |
| 6. ОРГАН _____ | 15. ЦАР _____ |
| 7. ФОКС-ТРОТ _____ | 16. ЦИТАДЕЛ _____ |
| 8. МАТЕРИАЛ _____ | 17. ХАРАКТЕР _____ |
| 9. РАДИО _____ | 18. ШОФЕР _____ |

Now you should have no trouble recognizing these people and places:

- | | |
|------------------------|-----------------------|
| 19. ЮГОСЛАВИЯ _____ | 27. АМЕРИКА _____ |
| 20. АЗИЯ _____ | 28. АНТАРКТИКА _____ |
| 21. ЧЕХОСЛОВАКИЯ _____ | 29. ЛЮКСЕМБУРГ _____ |
| 22. ХРУЩЕВ _____ | 30. СКАНДИНАВИЯ _____ |
| 23. ВАШИНГТОН _____ | 31. ЧАЙКОВСКИЙ _____ |
| 24. ЛЕНИНГРАД _____ | 32. ГЕРМАНИЯ _____ |
| 25. СТАЛИН _____ | 33. ТОЛСТОЙ _____ |
| 26. РОССИЯ _____ | 34. ПУШКИН _____ |

Old Glory

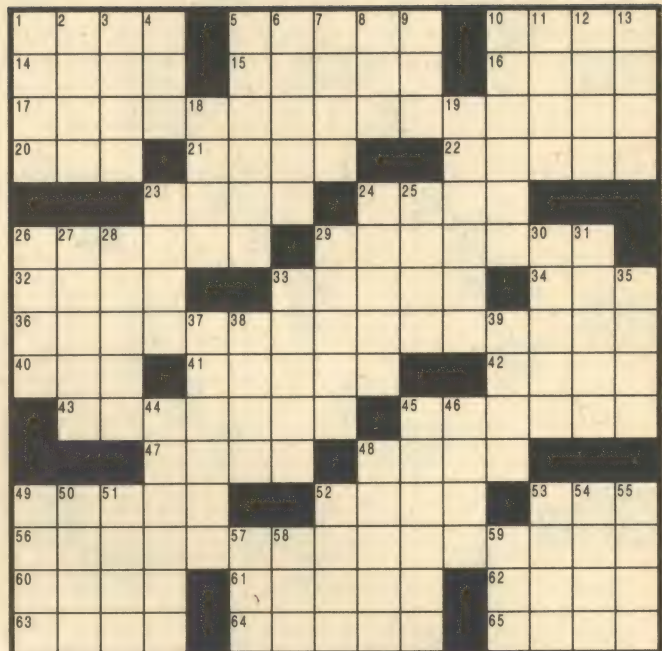
by William Lutwiniak

ACROSS

- 1 Movie gangster George
5 Lunar stage
10 Pen points
14 Measure of land area
15 Weaker
16 Cooking pot
17 Old Glory: 3 wds.
20 Storm center
21 Fired
22 Bridge seats
23 Black ink entry
24 Shovel's partner
26 Takes advantage of, as an opportunity
29 Market carryalls
32 Fashionable arrival time?
33 Finnish bath
34 Ump's call
36 Old Glory: 3 wds.
40 Arabs' leverage
41 Send to Coventry
42 Pop
43 Perspicuity
45 Butt's butt?
47 Curtains: Abbr.
48 Cartoonist Goldberg
- 49 Scout company
52 Type of skirt
53 Gossip
56 Old Glory: 4 wds.
60 Chérie
61 Carlo or Cristo
62 Yours and mine
63 Walden, e.g.
64 Ride a bike
65 Rhythm
- 26 To boot
27 Prophetic
28 In the least: 2 wds.
29 With ineptitude
30 Go — (deteriorate): 2 wds.
31 Glove material
33 Agitated states
35 Russian emperor
37 Heavenly being
38 Leaf angle
39 Of Wight or of Man
44 Stated positively
45 Pouring aid
46 In the same place: Abbr.
48 Lasso
49 Snare
50 San —, Italian resort
51 Chief Norse god
52 Fix
53 Stick together
54 Ambiance
55 Tops
57 Trying tyke
58 — the line (conform)
59 Barker or Buffalo

DOWN

- 1 Appraise
2 Flu feeling
3 "Land of the —"
4 Afternoon affair
5 Solar —
6 Hounds' quarries
7 Among
8 Unit of time: Abbr.
9 Pitching stat.
10 "It's —!" (It's genuine!): 2 wds.
11 Misfortunes
12 Prattle
13 Droops
18 Shopping center
19 Black Forest river
23 Dock
24 Respite
25 Common contraction



Answer Drawer, page 62

Data and Retrieval

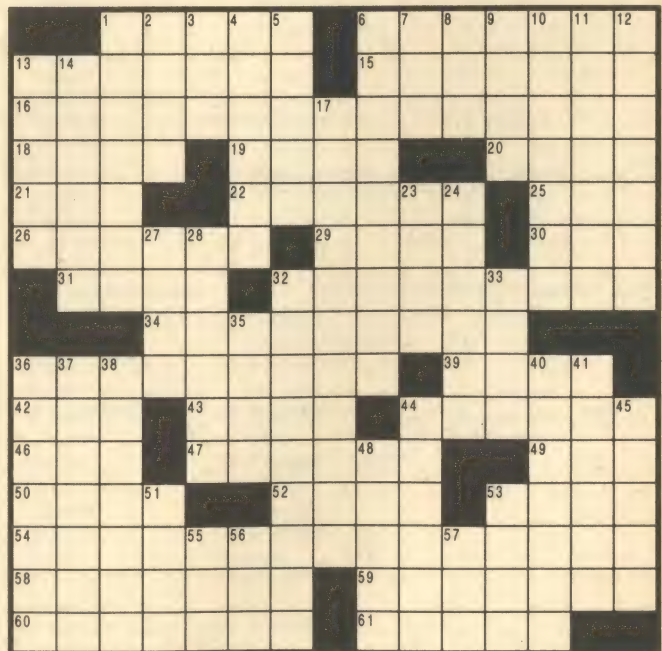
by J.L. Wilkinson

ACROSS

- 1 Injures seriously
6 Blood fluids
13 Russian lake: 2 wds.
15 Go on a — (go berserk)
16 Modern technological aid: 2 wds.
18 Blanc or Cenis
19 March doggedly
20 Lady
21 Chemical suffix
22 Greek island sacred to Hephaestus
25 Peter —
26 Muscle spasm malady
29 Bridge: Fr.
30 Had a meal
31 Part to play
32 Prop; provider
34 Computer duties
36 Supplies on board ship: 2 wds.
39 Silver peso
42 Kith and —
43 Arabian prince
44 View; mien
46 State west of Wyo.
47 California oaks
49 Take to court
- 50 Type of music
52 Charged particles
53 Filled up
54 Calculator's movable point: 2 wds.
58 Work for lumberjacks
59 They lend at high interest
60 Naval officers
61 Colorado resort park
- 14 Civil disturber
17 Data-retrieval record: 2 wds.
23 Aware of, as trickery
24 Stays upright
27 Landon and Hitchcock
28 Spay the cat
32 Incised writings
33 The jig — (it's all over): 2 wds.
35 Word element for law
36 Music from improvised instruments
37 Phantom
38 Types of computers
40 Job hunting aids
41 Of the eye
44 Evaluate
45 Inform
48 Bestow
51 Variant of Kaiyi, city in Taiwan
53 Discharge; sack
55 Put the arm on for a loan: Aussie slang
56 Tavern
57 Skip class

DOWN

- 1 Current generator for the ignition
2 Dismounted
3 Group supporter
4 Miserably scanty
5 La — (French explorer)
6 Forecast of a disease's course
7 On the — (in flight from the law)
8 Elec. unit
9 Potato
10 Peloponnesus cape, Greece
11 Contemporary
12 More tranquil
13 Let in



Answer Drawer, page 62

Laddergrams

These are some of Lewis Carroll's original "Doublets," first published in 1879. We have arranged them in "ladder" form to make the "stepping" easier. The object is to "travel" from one word to another by a series of letter substitutions. Only one letter may be changed at each step or rung of the ladder, and a

real word must be formed at each stage. (No proper names allowed, except Cain and Abel.) For example, HEAD might be joined to FOOT by this sequence: HEAD, HELD, HOLD, FOLD, FOOD, FOOT. For more tips on how to solve laddergrams, see pages 22-23.

1.

E Y E

— — —

— — —

— — —

L I D

2.

P I G

— — —

— — —

— — —

S T Y

3.

A P E

— — —

— — —

— — —

— — —

M A N



4.

A R M Y

— — — —

— — — —

— — — —

— — — —

— — — —

— — — —

N A V Y

5.

C A I N

— — — —

— — — —

— — — —

— — — —

— — — —

A B E L

6.

W H E A T

— — — —

— — — —

— — — —

— — — —

— — — —

B R E A D

7.

R I V E R

— — — —

— — — —

— — — —

— — — —

— — — —

— — — —

S H O R E

8.

W I N T E R

— — — —

— — — —

— — — —

— — — —

— — — —

— — — —

S U M M E R

Answer Drawer, page 64

Scrambled Opposites

by B. and J. Traub

The following pairs of anagrams, when unscrambled, are opposite in meaning. Solving one will give you a clue to the other.

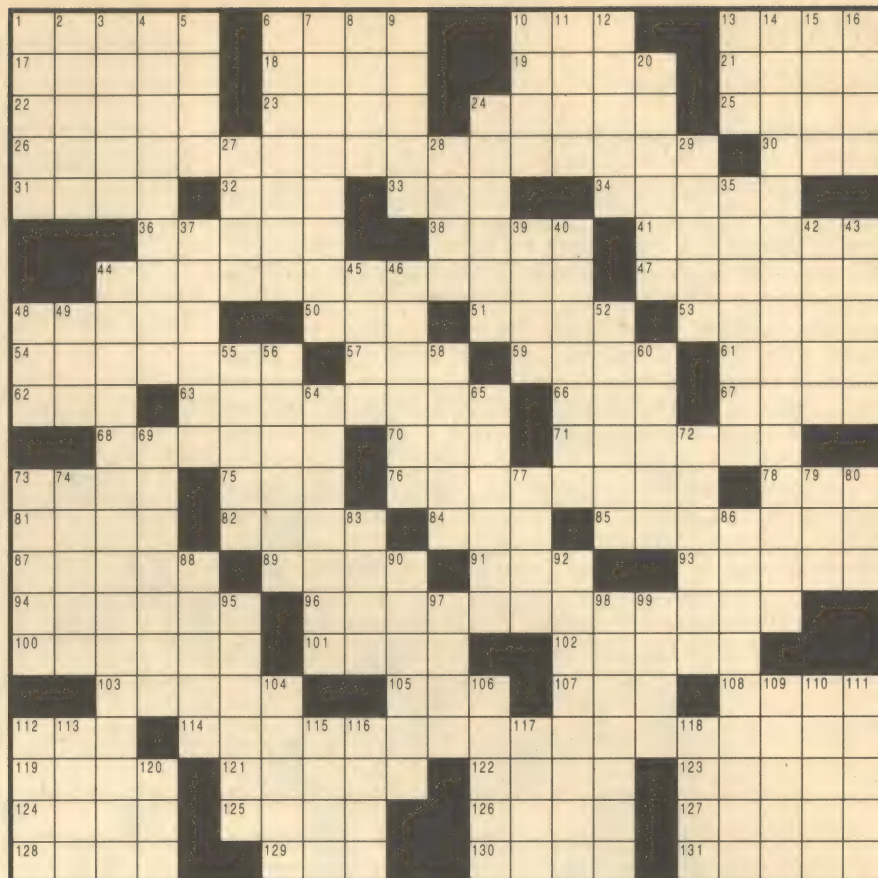
1. den	end	bneig	begin	9. engard	fayest
2. sate		stew		10. spidut	ratms
3. trap		loweh		11. sulaunu	lamorn
4. ticta		relcal		12. limypult	edidiv
5. nafcy		lapin		13. unonict	upsea
6. trihb		hated		14. mepils	moxlecp
7. veals		stream		15. areagrim	credovi
8. erezef		what			

Answer Drawer, page 62

Movies You May Have Missed

by Maura B. Jacobson

Here is an opportunity to see how you would have fared at the First Annual American Crossword Puzzle Tournament (see page 8 for details). Contestants had exactly 45 minutes to complete this puzzle. They scored one point for each letter entered correctly in the grid; ten points for each full minute remaining if they finished early (unless more than 3 letters were omitted or entered incorrectly); 25 points if the grid was complete and correct.



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Answer Drawer, page 64

ACROSS

- 1 Novelist Hermann
- 6 At a distance
- 10 Nile regicide
- 13 Light-switch positions
- 17 Leaves the stage
- 18 Have a feast
- 19 Collar accessory
- 21 Zhivago's love
- 22 Loss of breath
- 23 Member of the crossword aviary
- 24 Oft-asked question
- 25 Apothecaries' weight
- 26 French Tarzan's adventures
- 30 Center of sorts
- 31 Putdown
- 32 Harvest goddess
- 33 German pronoun
- 34 Sound catty
- 36 Algerian Legionnaire
- 38 Arrange differently
- 41 Means of approach
- 44 Changing times in the nursery
- 47 Emulate Rodin
- 48 "_____ a-sailing"
- 50 Fat feet?

- 51 Kind of school: Abbr.
- 53 _____ nothing
- 54 Relative by marriage
- 57 Military branches: Abbr.
- 59 Botanical exterior
- 61 "_____ deal"
- 62 "Go down to _____ in lilac-time" (Noyes)
- 63 Why the Five-Year Plan succeeded
- 66 Room of delights
- 67 Simple business transaction
- 68 Disregard
- 70 Arctic explorer
- 71 Best: Prefix
- 73 Axlike tool
- 75 Debs grp.
- 76 Post-Watergate depression
- 78 "_____ About Eve" (puncturing the Eden myth)
- 81 Bank transaction
- 82 Actress Arlene
- 84 Word from a giant
- 85 Laurel
- 87 "The Lady _____"
- 89 Chicago area
- 91 Fort Worth campus letters

- 93 Jazz group
- 94 Mexican mothers
- 96 Musical sequel to "Jaws"
- 100 Introduce (a subject)
- 101 College founded by Henry VI
- 102 Sandy areas
- 103 Light signal
- 105 Stable staple
- 107 Next-to-last digits column
- 108 East of the Urals
- 112 Tumult
- 114 Sex on the reservation
- 119 Green silicate
- 121 Favors, old style
- 122 Projectionist's item
- 123 Kind of nut
- 124 Time _____ half
- 125 Nimble
- 126 Shield decor
- 127 French city
- 128 Musical sign
- 129 Red or White
- 130 "Hopalong" portrayer
- 131 Script direction

DOWN

- 1 Flipper's choice
- 2 Boot out
- 3 "_____ song of sixpence"
- 4 "Fulton's Folly"
- 5 Ancestor of the Edomites
- 6 Long Island campus
- 7 Chat site
- 8 _____ Domini
- 9 Atoll features
- 10 Former Wimbledon champ
- 11 Flight attendant, for short
- 12 Hebrew festival
- 13 _____ hat
- 14 Venus's shortcomings exposed
- 15 Become ragged
- 16 Ditto
- 20 Artemis namesakes
- 24 Asthmatic sound
- 27 Onus
- 28 Green one: Var.
- 29 Bangladesh capital
- 35 Eye doctor
- 37 Digestive enzyme
- 39 Mazo _____ Roche

- 40 "_____ leads to London" (Masefield)
- 42 Wife, in Sicily
- 43 Use corporal punishment
- 44 Top bookie
- 45 Uh-huh
- 46 Disfigure
- 48 Show curiosity
- 49 See 109 DOWN
- 52 Leaf center
- 55 Egg-shaped
- 56 Arctic cetacean: Var.
- 58 _____ Galilee
- 60 Secular senorita
- 64 Pennsylvania art colony site
- 65 Substitute in office
- 69 Pentagon bigwig
- 72 Airport employee
- 73 Out on _____
- 74 Teutonic thunder god
- 77 Youth group, for short
- 79 Arachnid's hangout
- 80 Most of August
- 83 Takings
- 86 Decide, in a way
- 88 Paste-on
- 90 Photographer's test runs

- 92 Premature
- 95 Landscaper's buys
- 97 Pesky one
- 98 Evidenced hunger
- 99 Shindig
- 104 "_____ Fables": Var.
- 106 Pulsate
- 109 _____ Marie (with 49 DOWN)
- 110 Fireplace
- 111 Jacob's eighth son
- 112 Partly open
- 113 Borge, for one
- 115 Corrida participant
- 116 Cameo stone
- 117 Architect Saarinen
- 118 Run in neutral
- 120 Munch

Strato Word

by Stan Schachter

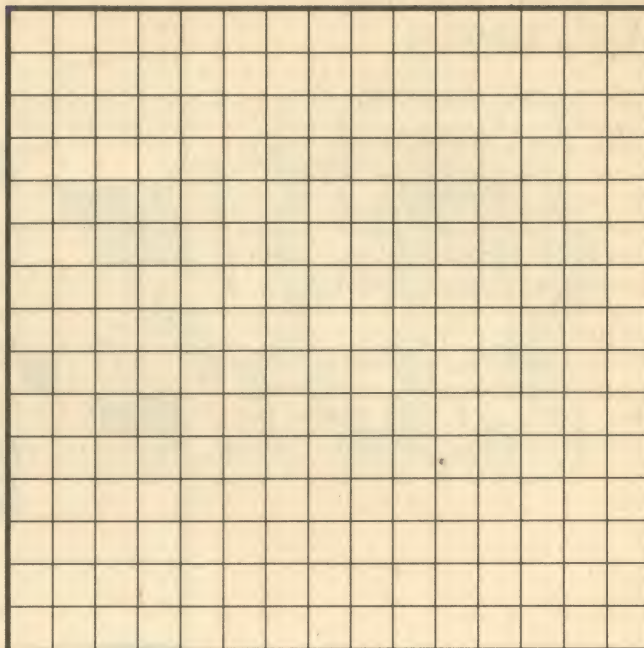
A pencil and paper game for two players.

Each player, in his turn, fills one empty square in the grid with any letter. When a player completes a word of four or more letters, he draws a line through the word, enters that word in his word list, and gets a bonus of one additional turn. The words formed in the grid may run forwards, backwards, horizontally, vertically, or diagonally, but only in a straight line. If a word, when spelled in reverse, produces another word, it may therefore be counted twice. Words already crossed out may be used again to help form new words, but not just extended forms of words previously scored. That is, RULE may not be made into RULES or RULED.

If a player notices a complete—but previously unclaimed—word in the grid, he may claim it before he takes his turn. No player may take more than three turns (i.e. fill in more than three squares) in succession, though the number of words claimed may exceed that number.

When every square of the grid has been filled, the player with the most *letters* in his word list is the winner.

Words must be verifiable in your dictionary of choice.



Player A _____

Player B _____

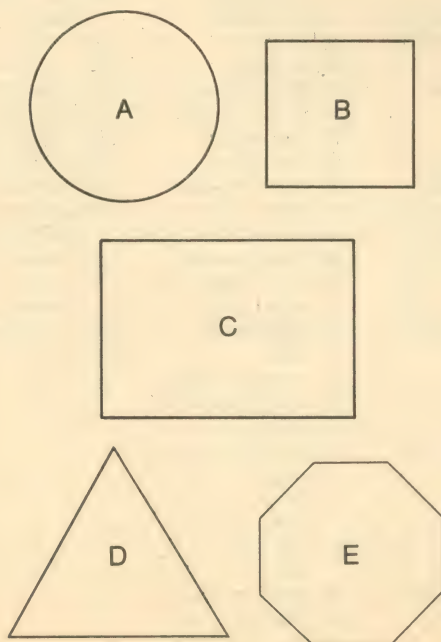
Use additional sheet if necessary.

Shape Up

by Jerry De Rae Godfrey (Age 10)

Arrange these shapes in their proper order.

Answer Drawer, page 64



1. _____ 2. _____ 3. _____ 4. _____ 5. _____

Play Time

by Gene Traub

Each of the twenty clues below suggests a word or phrase that uses the word "play." For instance, a theater would be a *playhouse* or an umpire's cry would be "*play ball!*"

Answer Drawer, page 64

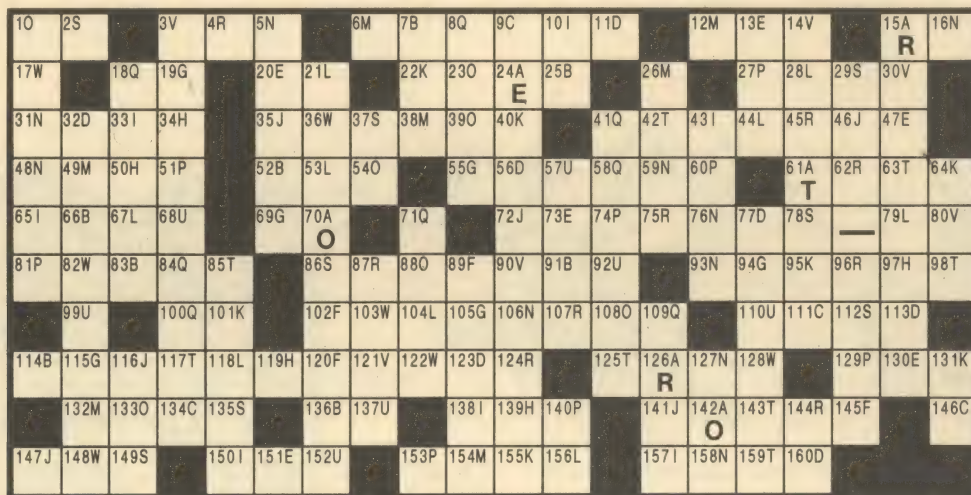
1. Children's arena _____
2. Movie inspired by Bogart line _____
3. Automatic keyboard _____
4. Televised sports déjà vu _____
5. Dramatic author _____
6. Golf great _____
7. Hamlet quotation _____
8. Minimize _____
9. Joan Didion novel _____
10. Mimic marsupial _____
11. British butts _____
12. Roughhouse _____
13. Pun _____
14. Sports announcing _____
15. End of season contest _____
16. Take a back seat _____
17. Improvise _____
18. Truffaut movie _____
19. Dirty deed _____
20. Defy danger _____

Double Cross

by Michael Ashley

Once you get into it, our Double Cross acrostic is actually double fun. To solve it, guess as many of the words defined below as you can, write them in on the numbered dashes, and then transfer them to the correspondingly numbered squares in the puzzle. Black squares indicate spaces between words; if there is no black square at the end of a line, the word continues on the next line. Don't despair if you don't guess all of the defined words at first—as you fill in the puzzle grid with letters, words

will begin to take shape, so you can work back and forth between both sections of the puzzle. (The letters that appear at the top of each square in the grid refer to the defined words below.) The completed puzzle will read as a quotation from a published work, and the first letter of each filled-in word below, reading down, will spell out the author's last name and the title of the work from which the quotation is taken.



Answer Drawer, page 63

- A. Matador
- B. Feeling of elation
- C. Hawkeye State
- D. Battle horse
- E. Man in charge: Slang
- F. Whimper
- G. Feign
- H. Bridge seat
- I. Mischievous
- J. Tastelessly showy
- K. Drastic
- L. Referee a game
- M. Abed
- N. Mansion adjunct
- O. Channel or horn
- P. Tastiest, most pleasing
- Q. Kind of court
- R. Courtesies
- S. Undeserving
- T. Widely dispersed
- U. Embalm and dry
- V. Anchor position
- W. Reporter

T	O	R	E	R	O
61	70	15	24	126	142
25	7	114	52	136	66
9	111	146	134		
123	32	56	77	11	160
13	20	47	73	130	151
120	145	102	89		
94	19	55	115	105	69
50	97	119	34	139	
10	33	43	65	157	138
35	46	116	147	72	141
40	95	22	155	64	101
118	21	44	28	79	53
132	154	12	26	38	49
93	16	158	5	31	106
133	108	39	88	1	54
27	153	140	81	51	74
41	71	84	109	100	8
4	45	62	75	87	96
112	29	86	37	135	2
117	42	159	125	63	143
57	152	68	92	99	137
121	3	14	90	30	80
17	36	82	148	128	103

A Salute to GAMES & PUZZLES



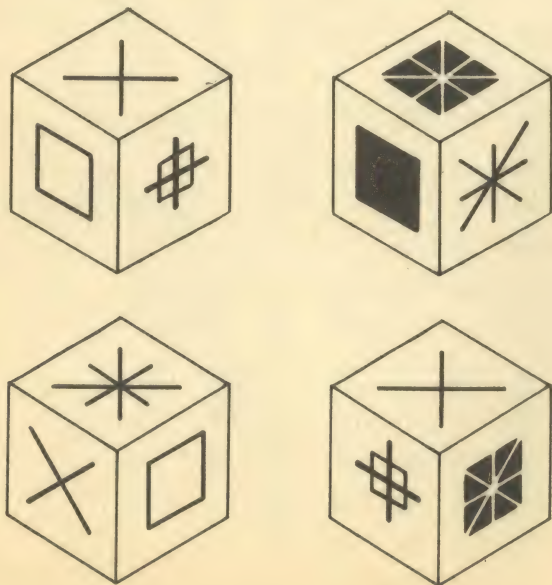
When it comes to playing games and solving puzzles, few nations can hold a candle to the British. The brightness, flair, and sophistication with which they approach their mental sports—be they old professors or average blokes—puts them in a league apart from the rest of the world. So it is no small accomplishment that *GAMES & PUZZLES* Magazine, our kindred spirits in London, have for six playful years successfully titillated such a discriminating audience. Led by Publisher Graeme Levin and editor-in-chief

David Pritchard, G&P offers articles on games of the world, coverage of gaming events, book and game reviews, and a goodly dose of problems and puzzles specially designed to drive you to distraction.

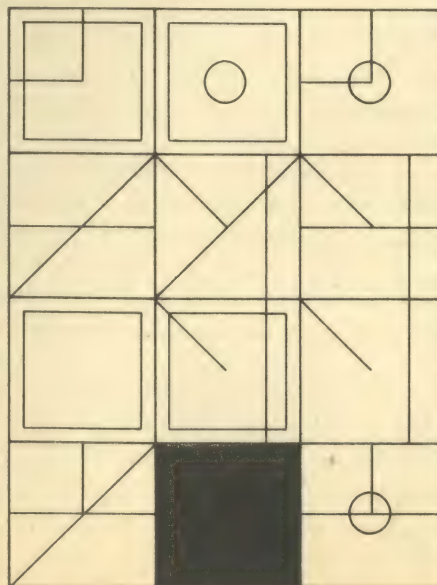
We've culled and adapted the mental gymnastics on these pages from their back issues. Good luck to anyone who tries them.

Subscriptions, at \$12 a year (twelve issues), may be ordered directly from *GAMES & PUZZLES*, 1 Hanway Place, London W1A 4XF, England.

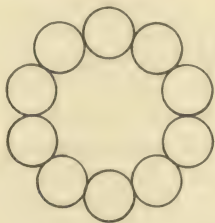
1. Odd Dice—Three of these pictures show the same die from different points of view. One may look like the same die, but it isn't. Which is the odd die?



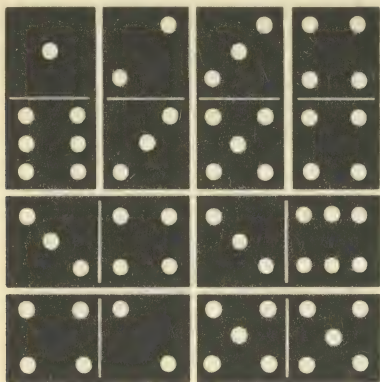
2. Black Blank—One square in this figure has been blacked out. Can you decide by studying the rest of the figure what symbols should fill the missing square?



3. Round Numbers—The numbers 1 to 10 inclusive are to be arranged in a circle in some order and each number added to its neighbor. How can they be arranged to yield the smallest number of different sums?

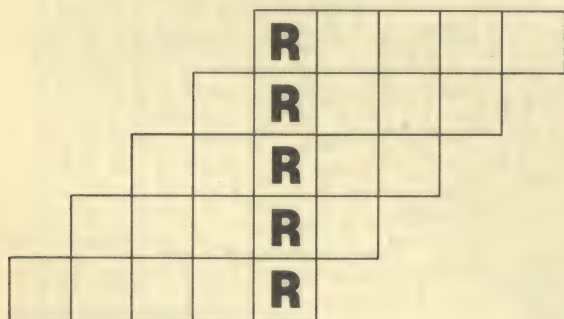


4. 15 Across—The eight dominoes in this square were originally arranged so that each line, horizontally, vertically, and the two diagonals, totalled fifteen. Can you rearrange the dominoes to recover the original square? Any domino may be placed horizontally or vertically, as you wish, providing the eight dominoes together form a complete square.



5. Beware of the Tin Tack—Three boys weigh a total of 350 pounds, of which Bill weighs 105 pounds. The barefoot boy weighs exactly fifteen pounds less than the heaviest boy. Chuck weighs more than the boy with sneakers on. Art weighs less than the boy with loafers on. Which boy is barefoot?

6. R-nagrams—Each of these five words has the same four letters missing. What are the five words? This little puzzle won't tie you up for long!

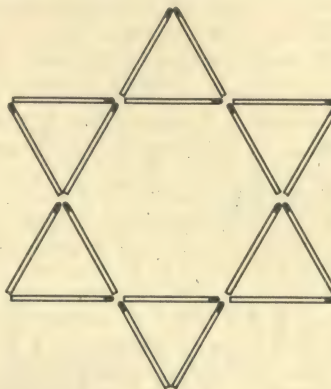


7. A Quick Lunch—Five friends sat around a table sharing a quick snack. Each had a drink, a sandwich, and a dessert.

Pedro and Mr. Orantes drank tea. Carlos and Mr. Gomez drank coffee. Mr. Rico drank milk. Pedro and Mr. Casals had bologna sandwiches, while Jose and Mr. Rico each had a ham sandwich. Jose and Mr. Gonzalez ate eclairs, while Juan and Mr. Rico ate pie. One man had a sherbet. The waiter noticed that he never served two of the same thing to men who were seated next to one another.

Who had the cheese sandwich and what did Pablo have?

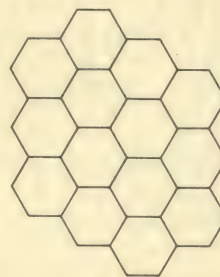
8. Solomon's Seal—Eighteen matches have been arranged to make the pattern shown here, which is known as Solomon's Seal. (Solomon's Seal is a mystic symbol which is supposed, in legend, to guard against fever and other diseases.) Can you rearrange two of the matches and thereby reduce the number of triangles from eight to six?



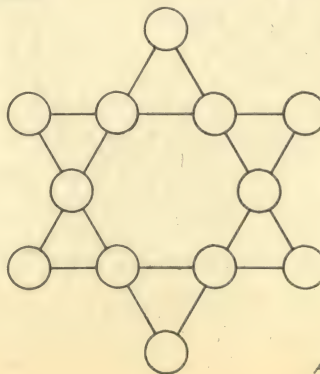
9. Homophony—These sentences may sound correct, but they are nevertheless wrongly written. You simply have to rewrite them so that they make sense. For example, the sentence "Poison, make ill, so be where it's deadly" should have been written "Poison may kill, so beware, it's deadly." The punctuation given may be disregarded—it's the original words that we want you to work out.

- 1) Staid, upright, through the knights talking too dear across the planes.
- 2) Weight wile ice cream, for I saw my surround!
- 3) To keep the play school form, eating steak off the roof.
- 4) Being perceptive, I may doubt the whole board in the Bureau.

10. Soft Cell—Now take it nice'n easy; just fill in the fourteen cells of this figure with the numbers 1 to 14 so that no pair of consecutive numbers is in adjacent cells, and no number is next to a number which divides it exactly, the number 1 excluded of course.



11. Super Magic Hexagon—This Magic Hexagon poses the problem of placing the integers 1 through 12 in the circles so that all lines total 26. The six points of the hexagon must also add up to 26.



Answer Drawer, page 63

Dszquphsbnt!

by Norma Gleason

The following eight "messages," or ciphers, consisting of pithy sayings, fascinating facts, and an occasional wisecrack, have been written in code alphabets. The letter substitutions are constant throughout any one message, but the codes change from one message to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper

noun. If you get stuck, consult the clues in the box below.

Ciphers 7 and 8 are "undivided." That is, we have concealed the word divisions by arbitrarily putting the letters into groups of five—although they are, of course, in proper order. Punctuation and asterisks have been omitted in these two ciphers to increase the difficulty.

1. FEND OFF THE STORK

PQVKEG KP YGGMNA PGYURCRGT:
DGE CWUG QH NCEM QH URCEG, C
PWODGT QH DKT VJU JCXG DGGP
JGNF QXGT WPKV N PGZV YGGM.

2. ACTUALLY, 39+ AND 2 1/5

O TUFUB TUODGBUD FXBUU—
VIIF—FXBUU. YF'D EIRWUB
FXOR O LOBS, LIG DUU. ORS
FJI—ORS—O—AGOB FUB EPD. IV
ZOT JUYWX OPIGF O MYEIWBOT.

3. PISCINE DELIGHT

VI JGY *KJGDNC KMJQZMW NVTN:
ADNC, OJ OVNOZ MDBC O, HPNO
NRDH OCMZZ ODHZN: DI RVOZM,
DI WPOOZM, VIY DI RDIZ.

4. A PENNY FOR YOUR THOUGHTS

XSYNHJRU: JO OFHBYD WJAYN
RUY NRU YJWBHYYU QYUHN FUT
HBY RHBYD NRU NYAYU QYUHN,
PBFH HJZY JN JH? FUNPYD:
XSFDHYD HR HPR.

5. BIRD CALL

OQM IMGYXFXO QYYO YN
OQM PIMFO QYIXMK YAU
WGWFUUD JYXGRGOG YN NRLM
WXR XNUMJOMK QYYOG RX OQRG
IQDOQV: QYY, QYYQYY, QYY, QYY.

6. COOKOUT

OWGRDQCF MPURQ KF PCQ WJMQ:
WR DWP UWXMZ OAPZR ATOU
ARJM SXGR WJO MPU SXERQ
VGTK DWXCR PM LJAIXMV UGXI.

7. PREDATOR AND PREY

VGVFH FRYRF FSBEG URFUR
RCGBC NFFER FBYHG VBAFV
ASNIB EBSIR TRGNE VNAVF
ZJUVY RGURJ BYSER ZNVAF
BSNQV SSRER AGBCV AVBAF
NVQQR NAJVV YVNZV ATR

8. SPACE PROBLEM

ZXXLI WRMTG LTLEV IMNVM
GHLFI XVHNL IVGSZ MULIG
BUREV SFMWI VWLYQ VXGHZ
IVMLD LIYRG RMTRM HKZXV
UILNQ FMPGL HZGVO ORGVH
GLHKZ XVHGZ GRLMH

Answer Drawer, page 63

Additional Clues

General: Each title provides a clue of sorts. High frequency letters are E, T, O, A, N, I. In two of the first six ciphers, you'll find an "alphabet-shift" code in which cipher letters and plaintext letters are a uniform number of letters apart, as in the title of this page, which is a one-letter-shift code for "Cryptograms."

Cipher 1: The word OF appears three times in the plaintext.

Cipher 2: Popular ditty in Great Britain when the metric measure was introduced there. (Also, EPD. is an abbreviation.)

Cipher 3: Two drinks that begin with W appear in the plaintext.

Cipher 4: Four numbers are spelled out in the plaintext.

Cipher 5: Two OFs this time.

Cipher 6: Another way to send signals Indian-style?

Cipher 7: There is a thirteen-letter word in the middle of the cipher.

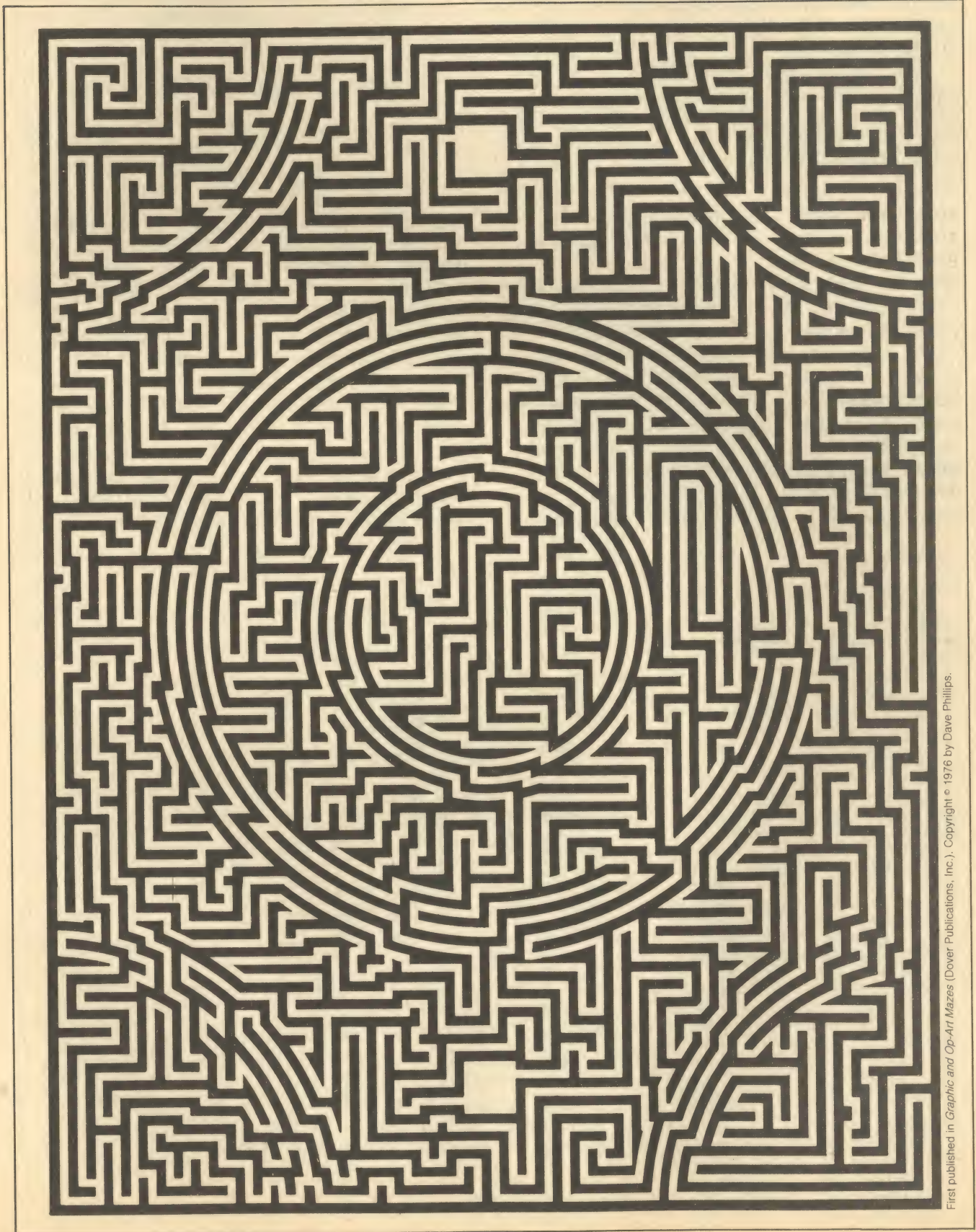
Cipher 8: The plaintext word SPACE appears twice.

An Op-Art Maze

by Dave Phillips

The inspiration for this design was the ripple pattern produced by pebbles tossed into a pool. Find the shortest route from the bottom square to the top square. (Try it without a pencil first.)

Answer Drawer, page 62



First published in *Graphic and Op-Art Mazes* (Dover Publications, Inc.). Copyright © 1976 by Dave Phillips.

July 4, 1776

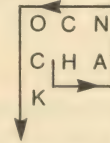
by Edith Rudy

Fifty-six men risked their fortunes and their lives to sign the *Declaration of Independence*, yet few people today can name more than a handful of them. You'll find all their names in the list and, somewhat less conventionally, in the Liberty Bell letter grid. The names in the diagram do not appear in straight lines. Instead, each name spirals either clockwise or counterclockwise around its first letter. (Successive letters are horizontally or vertically, but *not* diagonally, adjacent to each other.)

Letters in the grid may appear in more than one name, but signers having the same last name appear twice in the puzzle, and Hopkins can be located in a position distinct from Hopkinson. (Signers' first names and states are for reference only—last names are all that appear in the puzzle.)

Examples:

HANCOCK spirals thus:



THORNTON, on the other hand appears:



ADAMS, John: Mass.
ADAMS, Samuel: Mass.
BARTLETT, Josiah: N.H.
BRAXTON, Carter: Va.
CARROLL, Charles: Md.
CHASE, Samuel: Md.
CLARK, Abraham: N.J.
CLYMER, George: Pa.
ELLERY, William: R.I.
FLOYD, William: N.Y.
FRANKLIN, Benjamin: Pa.
GERRY, Elbridge: Mass.
GWINNETT, Button: Ga.
HALL, Lyman: Ga.

HANCOCK, John: Mass.
HARRISON, Benjamin: Va.
HART, John: N.J.
HEWES, Joseph: N.C.
HEYWARD, Thomas Jr.: S.C.
HOOPER, William: N.C.
HOPKINS, Stephen: R.I.
HOPKINSON, Francis: N.J.
HUNTINGTON, Samuel: Conn.
JEFFERSON, Thomas: Va.
LEE, Francis Lightfoot: Va.
LEE, Richard Henry: Va.
LEWIS, Francis: N.Y.
LIVINGSTON, Philip: N.Y.

LYNCH, Thomas Jr.: S.C.
McKEAN, Thomas: Del.
MIDDLETON, Arthur: S.C.
MORRIS, Lewis: N.Y.
MORRIS, Robert: Pa.
MORTON, John: Pa.
NELSON, Thomas Jr.: Va.
PACA, William: Md.
PAINE, Robert Treat: Mass.
PENN, John: N.C.
READ, George: Del.
RODNEY, Caesar: Del.
ROSS, George: Pa.
RUSH, Benjamin: Pa.

RUTLEDGE, Edward: S.C.
SHERMAN, Roger: Conn.
SMITH, James: Pa.
STOCKTON, Richard: N.J.
STONE, Thomas: Md.
TAYLOR, George: Pa.
THORNTON: Matthew: N.H.
WALTON, George: Ga.
WHIPPLE, William: N.H.
WILLIAMS, William: Conn.
WILSON, James: Pa.
WITHERSPOON, John: N.J.
WOLCOTT, Oliver: Conn.
WYTHE, George: Va.

Answer Drawer, page 62

```

      W           E
    O  D  H L H T X A  H  E
  T S E P O R U T O B R H C L T S
  L F O K H T O C N T C M N Y B S
  O Y D I N S C H A R K E A S H E
  E S D M O T K L L C S N M R E W
  O T L E T E L E E F T O E E L I
N N W A           E Y R V           B A S E
E P I D           N R T A           E H C N

      T T D O L Y N E
    H A T N T I C M N K A L
    L M E U H N R E E T H N
    N O N O T G H P K I L K
    W S N O S P O O H N F N
    I L E J R W I N O S R A
    A R F F E H T E A M R C
    A T E E D A W Y E D A O L L
    A L H T E R H E I H A W C T
    T T H E A D A P P W T T O T
    E G W S M A C A P L E B A H
    N N I W A  A I N E L T R T
    R E E L L I  N D O D R U E D W
    Y L H E R O  T U D G E I R R C
    E D I M A T M O  R Y R R I R R S R
    T I E T S T O N T  W H A H S M O S U C
    R E A T H G L I O N I  N I N O M S H R I L
    E N I V T T H N  A L R R I
      N R O R  I
  
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RightAngles

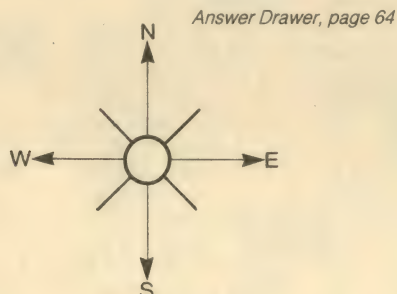
by E.R. Galli

The special twist of RightAngles is just that—the entries don't go into the diagram in a straight line. Each word makes one right-angle turn somewhere along its length.

Clue numbers include a letter indicating starting direction: thus, 1E begins on square 1 by heading *east*, and so on. The solver's task is to determine where each word makes its right-angle turn, and in which direction. Important: Each square in the diagram is occupied by a letter that appears in exactly two words, no more, no less.

RightAngles #1 offers the actual words to be entered into the diagram. That's hard enough (although the gray squares in the diagram should *be* of help!).

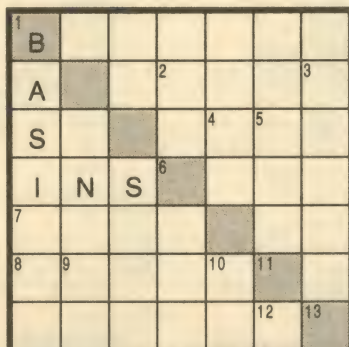
RightAngles #2 provides only the definitions for the words to be entered. (Numbers in parentheses indicate the number of letters in answer word or words.)



Answer Drawer, page 64

RightAngles #1—Spelling Bee

- 1E Beelzebub
- 1S Basins
- 2S Sabu
- 3S Reprobate
- 4W Babu
- 5N Boos
- 6E Bumpers
- 6S Botched
- 7E Danube
- 7N Disabuse
- 8E Awe
- 9W Wad
- 10S Arab
- 11N Bamboozle
- 12W Archers
- 13N Bora Bora



RightAngles #2—Sporting Chance

- 1E Underwater gear (7)
- 2E In baseball, this isn't fair (4, 4)
- 2W Jai alai palace (7)
- 3S Frenchman's assent (3)
- 4S Mosconi's game (4)
- 5S Child (3)
- 6E Winter Olympics' structures (3, 5)
- 7W New York team (4)
- 8W — Hockey (kids' game) (5)
- 9S Miss Horne (4)
- 10S Man in blue (6)
- 11E Hit a Texas leaguer (5)
- 12E Holed, as a putt (4)
- 13E Former league of 7W (3)
- 14S Low blows in boxing (5)
- 15S Wryly amusing (5)
- 16W Hose for a Boston team? (3, 5)
- 17E Gehrig (3)
- 18E Fireman Fingers (6)



FOLD THIS PAGE! YOU ARE APPROACHING THE WORLD'S MOST ORNERY CROSSWORD PUZZLE

The giant puzzle on this and the following pages has two independent sets of clues: "Hard" and "Easy." If you use only the Hard Clues (beginning below and continuing beneath the diagram on the following right-hand page), you'll find this puzzle among the most challenging you've ever done. But there's also a set of Easy Clues (on the following left-hand page) to bail you out with additional information in case you get stuck. Keep the Easy Clues hidden by folding this page on the dashed line and tucking this side under. Then turn the page. To peek or not to peek is up to you.

Putting on a Good Show

by Jack Luzzatto

Hard Clues

ACROSS

- | | | |
|---|---|---|
| 1 Prestige | 63 Small house | 115 Deed a claim |
| 6 It follows Bert and free | 64 Word with tender and holiday | 117 Wild parties |
| 11 Reindeer hunters | 65 Ubiquitous item in Hollywood | 119 Female suffix |
| 16 Acquisitive one | 66 Start of life | 120 In a peevish way |
| 21 Liver's partner | 67 9-to-5 routines | 121 Time off for good behavior |
| 23 One way to paint | 69 Raisers of kids | 122 Leisure |
| 24 Hundredth part of Israeli pound | 70 Mont Blanc is one | 124 Checkmark |
| 25 Good-night girls | 71 Probes | 125 Happen |
| 27 Tired comedy? | 74 Cute and sassy | 126 Lively hopping dance |
| 29 Like an old-style stage thriller | 75 Like an outdoor theater | 127 Ancient Arabian kingdom also known as Sheba |
| 31 French soul | 77 Fast, in a way | 128 Dean Martin song |
| 32 —-eyed (like Theda Bara) | 79 The last of the wine | 130 It can be barbed |
| 33 Swiss health resort | 80 Cheer | 131 Worked the secretary |
| 35 Calculating snakes? | 81 Moderate red | 134 Be a strong second |
| 36 Actress Le Gallienne | 82 Humble worker | 137 Sludge |
| 37 Childish talk | 83 Down in the dumps | 138 "And away —!" (Jackie Gleason line) |
| 39 Pops | 85 Cleo's bosom buddies | 139 100 square meters |
| 41 Convention pol. | 86 What the Three Stooges liked about formal dinners? | 140 Tool storage area |
| 42 What the "funny bone" connects to | 92 Poorest quality fleeces | 142 A challenge hurled |
| 43 <i>Uncle Remus</i> brother | 95 Part of Q.E.D. | 143 A cause |
| 44 Not live | 96 Channel swimmer, 1926 | 144 Boite |
| 46 Predatory adventurers | 97 East Indian sailor | 146 Accustom |
| 49 In winter's grip | 101 — good job (perform well) | 148 Touch |
| 50 The fall guy | 102 Stars | 150 Start of a dog star |
| 51 —-garou (werewolf) | 104 Waste | 151 Upstager |
| 53 Condition of sale | 105 Pauline in <i>Perils</i> , e.g. | 154 What Griffith directed |
| 54 Plates for skirt armor | 106 Taj Mahal city | 157 French connection with Interpol |
| 56 Pop | 108 Expels a contemptuous breath | 158 Boa |
| 57 Curved-screen movies with 3-D effect | 110 Blue pitcher | 159 South African beast |
| 59 Havanas | 111 Neptune's domain | 160 The old VW |
| 60 Monaco's main industry | 112 Social climber | 161 Chemical compound |
| | 113 Large-size beer stein | 162 Conditions |
| | | 163 Delights: Slang |
| | | 164 Disreputable |

The Easy Clues for the World's Most Ornery Crossword Puzzle.

(Don't peek until you read page 37.)

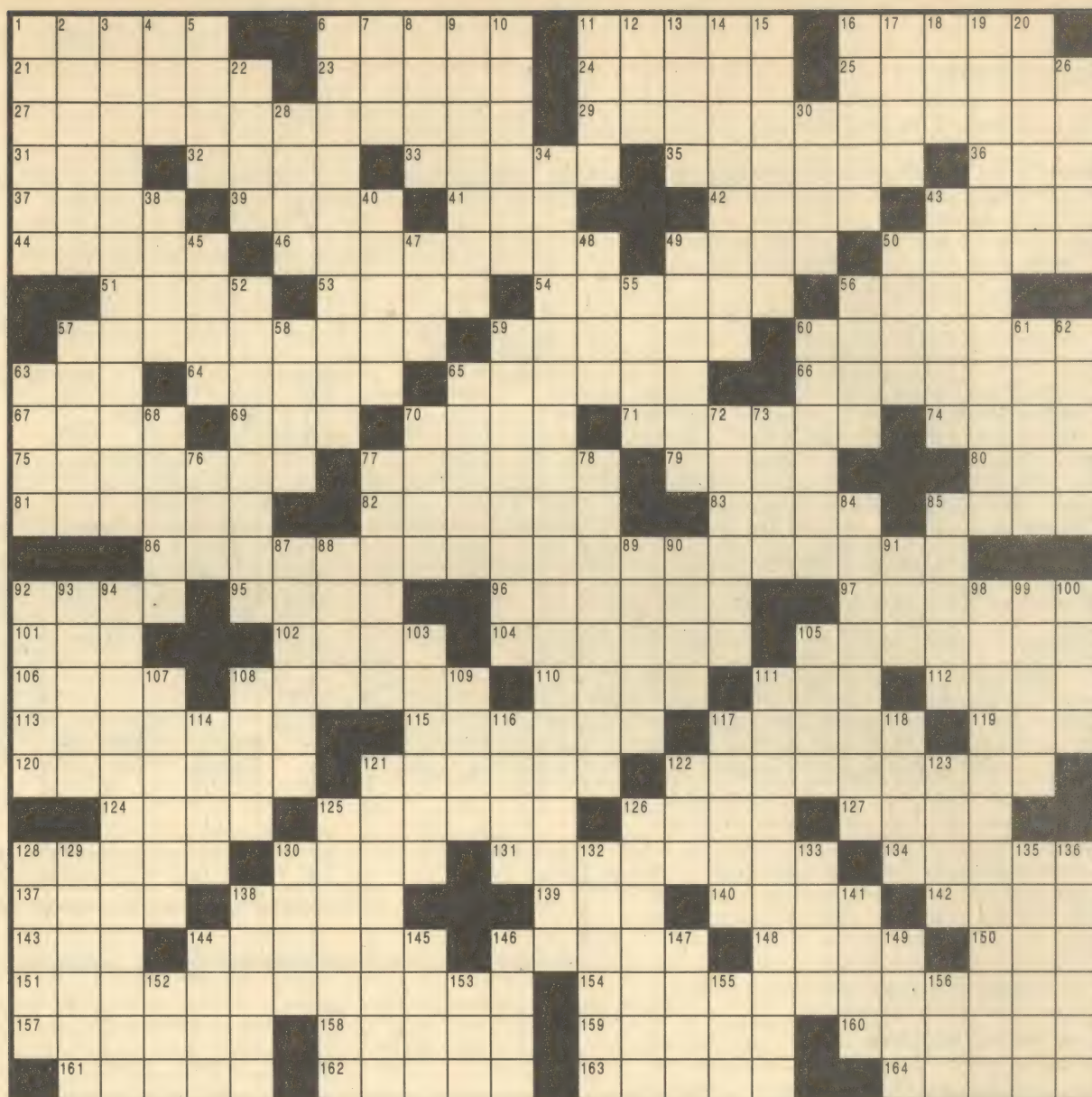
ACROSS

- 1 Social class, as in India
- 6 Jousting's weapon
- 11 "Eskimos" of Northern Scandinavia
- 16 Not a giver; one who will accept the bet
- 21 Teary-eyed vegetables
- 23 How to cook French fries: 2 wds.
- 24 Marketplace in ancient Athens
- 25 Actress Dunne and namesakes
- 27 Risqué stage comedy centered around the boudoir: 2 wds.
- 29 Extravagantly emotional, as in old-style plays where poor Nell gets tied to the tracks
- 31 Soul: Fr. (look inside the camel)
- 32 Plum for gin
- 33 Swiss ski resort, north of St. Moritz
- 35 Poisonous snakes (that don't multiply?)
- 36 Zsa Zsa's sister
- 37 Say thith inthead of this
- 39 Fathers
- 41 Small state near Maryland: Abbr.
- 42 Forearm bone (a twisted luna)
- 43 "___ Rabbit" of *Uncle Remus*
- 44 Recorded on a cassette
- 46 Roving mountain or forest bandits
- 49 Decorated the cake
- 50 One played for a sucker
- 51 Wolf: Fr.; to leap: Scot.
- 53 Words to sell shopworn goods
- 54 Demi___ (coffee cups)
- 56 Fizz drink
- 57 Extra-wide-screen movies (which upset Americans)
- 59 George Burns's trademark
- 60 Vacation travel trade
- 63 Narrow bed, as in the barracks
- 64 Lawful
- 65 *Candid* ___ (TV show)
- 66 Earliest childhood
- 67 Grooves; boring routines
- 69 Mothers
- 70 Swiss mountain, French style
- 71 Digs, as for information
- 74 Bright and lively
- 75 The outdoors: 2 wds.
- 77 Deny food to
- 79 Dregs in the cup (on the sheltered sides?)
- 80 One of three cheers
- 81 Cherry-red
- 82 Servant; or low, as a task
- 83 Gloomy
- 85 Egyptian vipers
- 86 Slapstick routine in old Hollywood (almost as American as apple pie?): 3 wds.
- 92 Warp yarns
- 95 *Quod* ___ *demonstrandum* (rate change?)
- 96 Channel swimmer Gertrude
- 97 Oriental sailor (turned rascal)
- 101 ___ double take (look surprised): 2 wds.
- 102 King beaters; perfect serves
- 104 Drainage material
- 105 Star of the show, when female
- 106 City in India (where raga got confused)
- 108 Breathes out explosively; quick gulps of alcohol
- 110 Pitcher ___ Blue
- 111 Ocean
- 112 Condescending person
- 113 Half-quart stein: 2 wds.

- 115 Release a claim, at law (an upset ires me!)
- 117 Male deer
- 119 Double curve, as in the road
- 120 Crankily (like a teacher giving exams?)
- 121 Conditional release of prisoner
- 122 Unfilled moments: 2 wds.
- 124 Tock's partner
- 125 Occur or take place
- 126 Unruly mane or type of rug
- 127 Leeward island in the Netherlands
- 128 Antilles
- 128 Love in Italy
- 130 Telegram
- 131 Recorded for transcription
- 134 Another guy after the same girl
- 137 Mud
- 138 "As ___ marching . . .": 2 wds.
- 139 Exist
- 140 Can a duck ___ water?
- 142 Defiantly start a challenge (if Ed turns around)
- 143 Doctrine
- 144 Nightclub
- 146 Get used to hardship
- 148 Adjoin or touch upon
- 150 ___ -Tin-Tin (movie dog)
- 151 He takes the show away from the star: 2 wds.
- 154 Pre-talkies: 2 wds.
- 157 French police organization (it sounds positive)
- 158 Filched
- 159 Antelope (poorly laden)
- 160 Insect sounding like a singer
- 161 Chemical compound (from trees?)
- 162 Contract specifications
- 163 Dispatches
- 164 Shabby

DOWN

- 1 Shade of blue
- 2 Deficiency of hemoglobin
- 3 Funny, funny show
- 4 Craggy peak
- 5 Son of Seth (with a crooked nose)
- 6 Real ___ (true suspense tales): 2 wds.
- 7 Santa ___, California
- 8 North, in French or German
- 9 Seventeen-year locusts
- 10 Football team
- 11 Flees
- 12 Woman's secret
- 13 Actress Negri, from Poland originally
- 14 Is in charge of the filmmaking
- 15 Horse riders' seats
- 16 Jeweled headwear
- 17 Weaponry
- 18 Hawaii's Mauna ___
- 19 Stage and screen stars
- 20 Plunders or robs: Scot.
- 22 Auctioneer's cry
- 26 Spooky
- 28 Biblical land (a mob is there)
- 30 Be destructive; tear apart violently
- 34 Variety actor way back when: 2 wds.
- 38 Peasant south of the border
- 40 Plant fiber for weaving
- 43 Bum judicial sentence: 2 wds.
- 45 Swordplay
- 47 U.S. soldiers
- 48 Wise person
- 49 Tel Aviv is here
- 50 Arrangement of the hair
- 52 Opening show
- 55 Island south of Corsica: Abbr.
- 56 Boys, to parents
- 57 Two-door car
- 58 Seaweed extract (from a rag)
- 59 Impulsive actions; whims
- 60 Binds: 2 wds.
- 61 Call off, as plans
- 62 Tales of old Greece
- 63 Swamp-dweller, for short
- 65 Jail door sound
- 68 Fits of ill-temper
- 70 Wearing ___ -gallon hat: 2 wds.
- 72 Simon in *Uncle Tom's Cabin*
- 73 Where African antelopes roam
- 76 Cinder
- 77 Striker of a blow
- 78 On the other hand
- 84 Distances traveled by car
- 85 Associations: Abbr.
- 87 Like a breakfast fruit
- 88 Town in Texas (where a cow puts its back end first)
- 89 World ___ Center
- 90 Seaweed (made by a gal)
- 91 Stalk of corn
- 92 Make suitable by changing
- 93 Bogart, affectionately
- 94 Originally, traveling stunt aviators
- 98 Films like real life: 2 wds.
- 99 Have ___ for news: 2 wds.
- 100 Confederates
- 103 Rake with gunfire from an airplane
- 105 Give an audition; listen
- 107 Clothing
- 108 Brood moodily
- 109 Inoculation fluids
- 111 Behind-the-scene workers
- 114 Mickey and Minnie
- 116 Give shape to
- 117 Squabbles
- 118 Asterisk
- 121 Speak like an orator
- 122 Backwards cries of delight?
- 123 *Ibidem*, for short
- 125 Final exam, for instance: 2 wds.
- 126 Movie *The* ___ *Cuckoo*
- 128 It's as good as a mile: 2 wds.
- 129 Error (us mice goofed)
- 130 Diamond Lil
- 132 Vessels which sound like ocean trips
- 133 Red ink notation
- 135 In the countryside
- 136 Fabric (stirred in lyes)
- 138 More like Solomon
- 141 Not like Solomon
- 144 French beast (which likes to wager?)
- 145 Swan genus (its color has faded)
- 146 Irks mightily
- 147 Dash or spirit
- 149 On your ___ (alert)
- 152 Tennis court divider
- 153 Dutch ___ disease (plague of certain shade trees)
- 155 That's the living ___!
- 156 Victory symbol



Answer Drawer, page 64

Hard Clues (cont.)

DOWN

- | | | | | | |
|---|-----------------------------------|---|------------------------------------|------------------------------------|--|
| 1 Metal for alloys | 15 Cowboy gear | 52 <i>Gone with the Wind's</i> was in Atlanta | 76 Cold fire | 100 Men in gray | 132 Small vessels for liquids |
| 2 Poor physical condition | 16 Triple crown | 55 Orange-red chalcedony | 77 Hard hitter | 103 Attack with gunfire | 133 No credit item |
| 3 Hilarious comedy | 17 Shaw's _____ and the Man | 56 Offspring | 78 Differently | 105 Said twice, words of agreement | 135 Off the beaten path |
| 4 <i>High</i> _____ (Maxwell Anderson play) | 18 New Zealand parrot | 57 Sedan's kid brother | 84 Gas consumption figures | 107 Garb or costume | 136 _____ -woolsey (sturdy old fabric) |
| 5 Man's name meaning man | 19 Performers | 58 Culture medium | 85 Member groups: Abbr. | 108 Nurse ill-feeling | 138 Older's partner |
| 6 Real _____ (events captured by 98 DOWN?) | 20 Raids: Scot. | 59 Impulsive whims | 87 Apricot-colored, to a degree | 109 Immunity fluids | 141 Mute |
| 7 Literary scraps | 22 Convinced | 60 Keeps busy | 88 Texas town or its radio station | 111 Grips | 144 _____ -noire (bugbear) |
| 8 Gare du _____ (Paris rail station) | 26 <i>Like The Exorcist</i> | 61 Fracas | 89 Deal between ball clubs | 114 Timid ones | 145 Swan genus |
| 9 Noisy insects | 28 Land of Ruth | 62 Edith Hamilton fare | 90 Unicellular plant | 116 Culture, of a sort | 146 Has a choleric effect |
| 10 Junior grade | 30 Tear apart | 63 Something like a gator | 91 Cup handle | 117 Gaiters | 147 Panache |
| 11 Bangs | 34 Comic of years past | 65 Ring of metal | 92 Turn a novel into a screenplay | 118 Headliner | 149 Ballet points |
| 12 Gain flavor | 38 Mexican laborer | 68 Petulant ill-humors | 93 Hobgoblin | 121 Make a high-flown speech | 152 Enmesh |
| 13 Actress Negri | 40 Agave fiber | 70 Solar disc god of Egypt | 94 Summer-tour theater performers | 122 Uriel sheep | 153 Tree which lined streets, once |
| 14 Presents a stage show | 43 Tough luck for the criminal | 72 Overseer of ill-fame | 98 Candidly realistic film genre | 123 Footnote abbreviation | 155 Wind up |
| | 45 <i>Three Musketeers</i> action | 73 African plain | 99 Winning margin? | 125 Crammer's worry | 156 Two-finger sign |
| | 47 Dogfaces | | | 126 Germfree | |
| | 48 Pundit | | | 128 Mate for a boy gone wrong? | |
| | 49 Begin home | | | 129 Actor's fluff | |
| | 50 Ottoman | | | 130 Free World | |

Spy

by Sid Sackson

A paper and pencil game for 2 players.

Equipment: One gamesheet (reproduced on graph paper), consisting of an upper and a lower field, and pencil for each player.

Object: To be the first to deduce the opponent's secret network of lines by systematically "spying" on the opponent's upper field.

Preliminaries: Make two copies of the gamesheet on graph paper, and give one copy to each player. In the upper field of his gamesheet, each player lays out a network (without letting his opponent see it) consisting of six lines—each of a different length, ranging from one to six grid unit lengths, inclusive. The lines must be drawn either horizontally or vertically, must be connected together (in any order), and must turn at right angles at each connection point. The lines may not touch each other except where one ends and another starts. Illustrations 1 and 2 show networks that have been laid out correctly. Illustration 3 shows an incorrectly drawn network.

Play:

1. One player spies by asking the opponent about the contents of a space in the opponent's field (such as 1A, 2B, etc.). If there is a line—or two connecting lines—in that space, the opponent announces "hot." If there is no line in that space but it is adjacent to a space containing a line, the opponent announces "warm." Squares which touch diagonally are not considered adjacent for this purpose. In all other cases, the opponent announces "cold." The opponent then asks about the contents of a space and the first player replies, thereby completing a round.

2. Each player uses the lower field on his gamesheet for keeping track of the information he obtains by spying.

3. In any round a player may, instead of spying on a single space, spy on from two to five connected spaces belonging to a single horizontal or vertical row. Whenever a player makes use of multiple spying, he must cross out below his upper field a square containing a number equal to the number of squares spied upon that turn. A player whose six numbered squares have all been crossed out may no longer use multiple spying, and the opponent should keep track of this by using the squares under his own lower field.

Winning: At the end of any round either or both players may try to reconstruct their opponent's network. A correct reconstruction counts as a single victory for the player. An incorrect reconstruction counts as a double victory for the opponent. (Thus it is possible for a tie to occur or for one player to win as much as a triple victory.) A player who has made an incorrect secret construction or given the opponent incorrect information automatically loses.

Note: If the horizontal two-unit line in Illustration 1 were moved one grid unit to the right and connected with the four-unit line rather than the one-unit line, identical information would be obtained from spying. In such a case, either reconstruction would be considered correct.

Variation: Advanced players may agree to use more lines. Even the addition of an extra one-unit line greatly increases the strategic complexity.

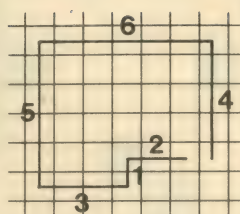


Illustration 1

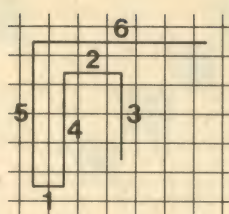


Illustration 2

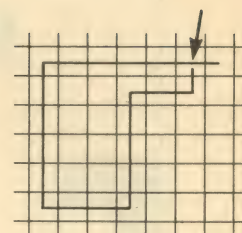


Illustration 3

Upper Field

	A	B	C	D	E	F	G	H	I	J	K	L
1												
2												
3												
4												
5												
6												
7												
8												

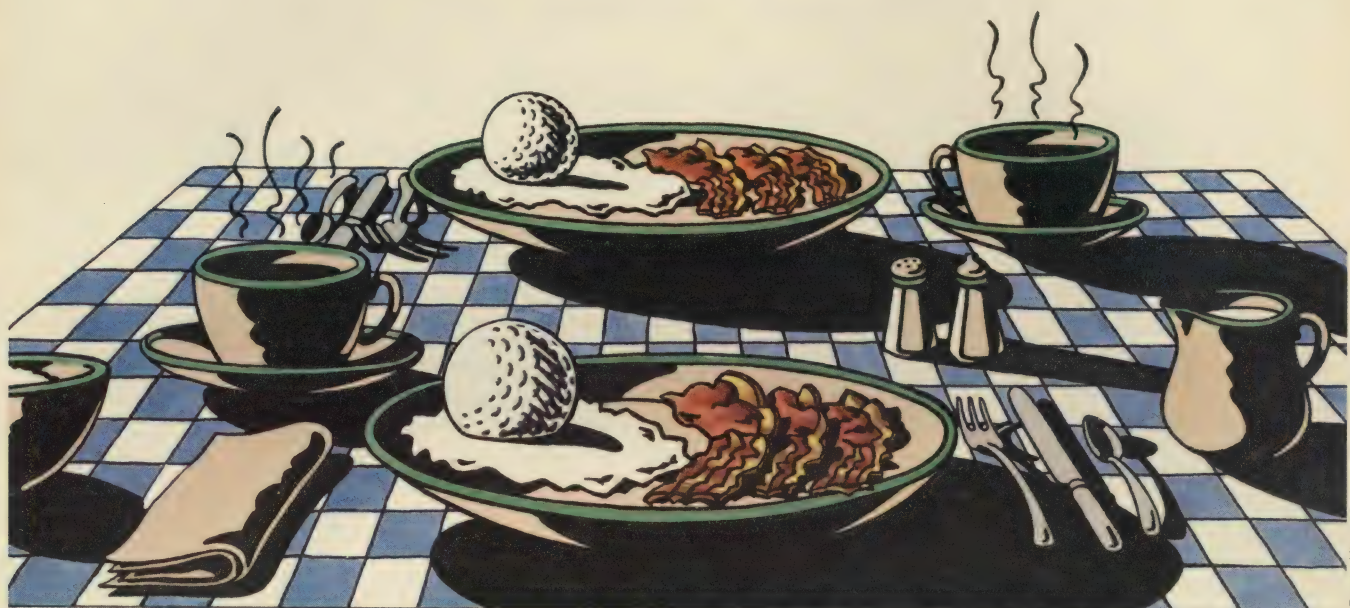
5	4	3	3	2	2
---	---	---	---	---	---

Lower Field

	A	B	C	D	E	F	G	H	I	J	K	L
1												
2												
3												
4												
5												
6												
7												
8												

5	4	3	3	2	2
---	---	---	---	---	---

The Game Within the Game



Ali, of course, was the master, as he was the master of so many things. He was, at his peak, the best psych artist in the history of sports. He not only psyched opponents; he psyched networks and he psyched nations. He played perfectly the game within the game—the war of wits within the war of muscles.

Every fight Ali fought was a new mind game for him, but the pattern was set the first time Ali won the world heavyweight championship, when he faced Sonny Liston, who then held the title, in Miami Beach. Liston was nicknamed The Bear, and if the name was unkind to anyone, it was to bears. Liston looked like the ultimate heavyweight champion in 1964, the sort of person who could with his bare hands beat up anyone in the world. He had huge hands, a huge body, and a scowl so fierce it once did the impossible: it drove Howard Cosell speechless. Liston, on the surface, was afraid of nothing and no one in the world, but somehow, before that first Liston-Ali (he was called Clay then) confrontation, the challenger learned that the champion did have one fear: Liston was terrified of insanity, of lunatics, of crazy people. So, at the weigh-in before the fight, Ali went deliberately crazy. He ranted, he raved, he stopped just short of frothing at the mouth. Members of the press expressed the fear that young Cassius Clay had gone crazy; Son-

Dobler pleads guilty to biting, gouging, maiming, and probably, spreading social diseases in pile-ups.

ny Liston *felt* the same fear. The fight ended with Liston cowering in his corner, frightened and confused and defeated, as Clay was crowned heavyweight champion of the world. The new champion's fans went crazy with delight. The champion himself remained perfectly sane.

Psyching is the great American game, practiced by athletes in every sport. In professional football, for example, Conrad Dobler, an offensive guard, has escaped the traditional anonymity of his position by encouraging stories that he is the dirtiest football player in captivity; he pleads guilty—or at least *nolo contendere*—to biting, gouging, maiming, and probably, spreading social diseases in pile-ups. The truth is that Dobler is basically no meaner, and no sweeter, than most of his contemporaries, but he likes to follow his evil reputation onto the field. He feels that if the defensive tackle facing him is worried about protecting his ear from Dobler's teeth, the tackle will be perhaps a half-step slower in his

pursuit of the quarterback Dobler is paid to protect. Dobler *mind-blocks*.

The same principle has also motivated a baseball pitcher named Gaylord Perry, who has for most of his lengthy big-league career been accused of throwing a pitch called the spitter, which is both illegal and unsanitary. The spitter can be induced by saliva, or by almost any sticky substance, and for a long time, the suspicion was that Perry used Vaseline on the baseball to cause it to veer dramatically. Perry was so pleased by this theory that he went to the people who concoct and sell Vaseline and offered to make a commercial for the product. The Vaseline people told Perry to get lost; they cared only about what their product did for an infant's rear, not what it did for the skin of a baseball. Undaunted, Perry continued to promote all rumors and theories that made batters think about the spitter whenever they went to the plate to face him. "My best pitch is the spitter," Perry admitted, "especially when I don't throw it."

Perry, Dobler, and Ali all employed the same psychological art: they tried to appear *badder*, more dangerous, than they actually were. But the opposite strategy is also common in sports. I witnessed a classic case many years ago, involving a gifted golfer named Doug Sanders, who was forgetful. He often forgot to go to bed the night before a golf match. One morning, in Palm Springs, California, in a beautiful private home

Continued on page 60.

Dick Schaap is a sportscaster for NBC News, a former city editor of the New York Herald Tribune, and author of 20 books, including most recently, .44, in collaboration with Jimmy Breslin.

From Spacewar to the Oregon Trail

The Playful Side of Home Computers



by David H. Ahl

You're seated in a heavily padded chair which is vibrating slightly. Suddenly you feel a jolt and your viewscreen shows the receding form of the lunar command module. It will continue to orbit around the moon while you land your LEM and explore the surface. Your craft is beginning to tumble so you hit the button on your right joy stick, and the starboard stabilization rockets steady the LEM and send it smoothly toward the lunar surface. But too quickly! Panicked, you fire the retro-rockets to slow your craft, but now you're heading for the side of a crater and there isn't time for positional maneuvers. The crater walls are steep and one leg of your LEM makes contact before the others. It buckles and the craft topples over. At this, Mission Control in

Houston sends you a radio message: "Ground telemetry records severe craft damage. You have 13.2 days of oxygen. Information on rescue attempt to follow. Don't panic."

You punch another button on your console and your screen lights up, "Lunar Landing Simulation complete. Try again?" You lean back in your easy chair, palms a bit moist with perspiration, and type, "No. Get Football." A moment later a referee and the hulking shape of a Roger Staubach appear on the screen. The ref turns and asks you, "Heads or tails?"

Far fetched? Not at all. These games can be played on the current breed of home computers, though it will be a few more years before the technology can be afforded by the average consumer.

Of course, most people don't buy home computers solely to play games. Common uses are investment analysis, text editing, cataloging book or record collections, accounting, and other work-related tasks. But even people who buy a home computer for some business function are soon caught up in the allure of games.

This is not a new phenomenon. Back in 1952 shortly after the first commercial computers were introduced, A. L. Samuel wrote a checkers program for the IBM 701. It was written with the idea that a great deal could be learned about the human thought process if one could simulate it on a computer. This was also the reason that the first computer chess program was written a few years later at the Rand Corporation. But even to those uninitiated in the field of artificial intelligence research, these programs were fun as games, though the computer didn't (yet) play outstanding chess or checkers.

While these programs were written as part of research projects, many people were using their employers' computers, furtively writing and playing games at lunchtime and before and after work. There were at least two or three of these fanatical game players, sometimes more, at each computer installation of any size.

The hard core hackers, the real cultists, were those who were into Spacewar. Originally written at the MIT Electrical Engineering Department back in 1961, Spacewar spawned a devoted following that played, modified, improved, and experimented with the game program.

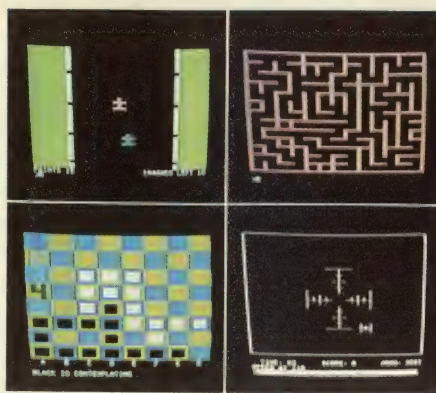
Ah, Spacewar. Reliably at any nighttime moment, hundreds of computer technicians are effectively out of their bodies, computer-projected onto CRT display screens, locked in life-or-death space combat for hours at a time, ruining their eyes, numbing their fingers in frenzied mashing of control buttons, joyously slaying their friends and wasting their employers' valuable computer time. Something basic is going on.—Stewart Brand in II Cybernetic Frontiers.

Item: October 10, 1972. The PDP-10 at the Stanford AI Laboratory is reserved from 8 PM on for the "Intergalactic Spacewar Olympics."

Item: October 1976. Cromemco announces Spacewar for the 8080 and TV Dazzler. Paper tape \$15.00.

What those two items mean is that in the short span of four years Spacewar went from a game that required the use of a multimillion dollar computer to a game that could be played on a thousand dollar home computer.

What happens to a fanatical cult when you open the temple doors and let everyone take the source of its inspiration to their own homes? We don't really know since the doors haven't been open that wide or for that long. But it does seem that a generation of kids that can't do manual math or use a slide rule because



More games, clockwise from upper left: Auto Race, Dragon's Maze, Star Wars, and the computer playing itself in Othello.

of the pocket calculator, may find that a TV set can throw an active challenge their way instead of just a passive picture. Both a physical and intellectual challenge, coupled with an outlet for pent-up hostilities—not a bad combination!

The screen shows your craft orbiting around a sun in the center. When you see your opponent's torpedo headed your way, you take your only alternative and enter hyperspace. For the next interminably-long three seconds no one, not even you, knows where you are. When you reenter from your hyperspace jump you're totally vulnerable. Fortunately your opponent is on the other side of the sun and you're pointed toward his orbit. As he comes into range you jab your torpedo trigger. He swerves to port, but too far for his increased speed: he plunges into the sun for a fiery death. Score 1-0. Hit "reset" and round two is underway.

Spacewar not your speed? Then how about a trip from Independence, Missouri, on the Oregon Trail in 1847? Your family sets out on the trail with a wagon and \$700. You can buy supplies before you set out, or at army forts along the way. Whenever you have to use your rifle, you're told to type in a word; the faster you type, the better marksman you are. Here's some actual dialogue from a game, six weeks into the trip.

```
MONDAY MAY 10 1847
TOTAL MILEAGE IS 580
FOOD BULLETS CLOTHING MISC. SUPP. CASH
36 2090 130 35 50
DO YOU WANT TO
{1} STOP AT THE NEXT FORT,
{2} HUNT, OR {3} CONTINUE
??
TYPE WHAM
? WHAM
RIGHT BETWEEN THE EYES---YOU
GOT A BIG ONE.
FULL BELLIES TONIGHT
DO YOU WANT TO EAT {1} POORLY
{2} MODERATELY OR {3} WELL? 3
WAGON GETS SWAMPED FORDING RIVER--
LOSE FOOD AND CLOTHES
```

The big difference between these computer games and the programmable video games is that with a home computer you can make up your own game, or change an existing one to suit your taste. You don't like the way your computer

plays football? Then change it to quarterback the game the way you want. Your passion is for more exotic sports such as bullfighting or parachuting or orienteering? Write a program, type RUN, and you're off.

For many games you won't have to write your own program, since there are pretested games published in books (*Basic Computer Games*, *What to Do After You Hit Return*) and magazines (*Creative Computing*, *Byte*, *Interface Age*). The games are published in BASIC (a computer language) and you simply type them into your system. There are also hobbyist clubs whose members exchange games, and a growing cottage industry selling games on cassettes and paper tapes.

Perhaps the most interesting games are those that have been conceived with the computer in mind. One such game is Bagels, a number guessing game similar to (and predating) Master Mind. Another is Wumpus. A Wumpus is a mythical beast that lives in a maze of underground caverns complete with bottomless pits, people-snatching bats, and flying termites that eat your arrows in flight. Your objective is to find the Wumpus and shoot him with an anesthetic arrow so you can cart him off to the local zoo. Conceivable without a computer? Not really. It may sound like Dungeons and Dragons, but the computer can instantaneously rearrange all the variables.

The diversity and growing popularity of these games indicate that more and more people are discovering what computer bums have known right from the very beginning: that the machine can be far more than a piece of inanimate hardware. The computer has responded with a willingness to play, to provide a challenge, a diversion, an opposition. Now, as computers and computer games enter the home, the most fertile imagination can't begin to conceive the outcome. To paraphrase a famous comic, "You ain't seen nothing yet."

The Hardware

Home computer systems, starting at \$600, are available today from over forty manufacturers, most of them new companies which have exploded into existence within the last three years. The Apple II system (shown on page 42 with Lunar Landing on the screen) is popular with hobbyists for its color graphics. With a memory of 16,000 bytes, or units, it costs \$1400. The typewriter-like keyboard houses the central microprocessor, and is used to put information into the system. (Paddle controls, similar to those in home video games, come with the system and are another source of input.) Information comes out of the system on a standard TV screen, or, as shown here, on a closed-circuit TV monitor. A standard cassette recorder stores games and other programs. Additional memory (the Apple II expands to 48,000 units) and external peripherals such as a printer and speech recognition lab make it possible to spend \$5000 on a home computer. □

David Ahl is the publisher of *Creative Computing* magazine, and the author of *Basic Computer Games*. This completes his series of three articles on electronic games.

Gymnasium of the Mind

Why do people so often stand in awe of chess players? Could it be that they imagine all chess players to be geniuses—that only those with a special aptitude succeed at chess?

Of course they are wrong. Chess players may well be handsomer, sexier, and crazier than most people, but they are not really different in any significant way. Consider the following classic experiment performed in Moscow in 1925. The subjects were world-renowned grandmasters, participating in the Moscow International Tournament. Among them were World Champion Emanuel Lasker and his leading rival, José Capablanca.

Performing extensive tests and experiments, Soviet psychologists isolated at least sixteen physical and psychological qualities basic to chess ability: “a good reserve of physical strength and good general health, strong nerves, self-control, ability to distribute attention over many factors, ability to perceive dynamic relationships, a contemplative turn of mind, a high level of intellectual development, ability to think concretely, ability to think objectively, a powerful memory for chess matters, powers of synthetical thought and imagination, combinative ability, a disciplined will, a highly active intellect, disciplined emotions, and self-confidence.”

After thus discrediting the widely held notion of a single inborn chess aptitude, they concluded: “Inasmuch as the enumerated qualities are undoubtedly positive character traits, chess becomes a

powerful method of self-discipline and self-development, which brings benefit not only to those who are capable of becoming masters, but also to those who do not possess such gifts.”

Utopian? Perhaps. But there is good reason to believe that these conclusions are valid. For example, a fifth grade teacher from Nesconset, New York, found in 1976 that a month's regular exposure to chess helped children with limited powers of attention to develop a concentration span of twenty minutes. And last year a Burlington, Vermont, chess club adviser reported that chess had improved members' academic work, especially reading performance. Not only did the game provide incentive for students to get into books, but it also fostered good study habits through its demands for thorough preparation.

Consistent with these observations are the findings of a scientific experiment performed during 1973 and 1974 by Dr. Albert Frank in Kisangani, Zaire. Dr. Max Euwe, president of the World Chess Federation and a former World Champion, visited Africa in 1975 and reported: “Two groups of about fifty pupils each were formed and an aptitude test was given to both indicating equal ability. After one year of the usual school courses, during which one group was given chess lessons and the other wasn't, the two groups were retested. The chess group proved to be considerably better.”

Quite apart from any intellectual benefits it may offer, chess, as the Russian psy-

chologists found, is a medium through which individuals can realize other aspects of self-development. Take, for example, the accomplishments of some chess-playing students from a North Philadelphia ghetto in the spring of 1977. The previous December, teams from Douglass Elementary and Vaux Junior High had beaten all competition in their respective categories at the North American Scholastic Tournament held in Manhattan—certainly an exceptional feat. But their dreams of participating in the National Scholastic Championships in San Clemente, California seemed unrealizable for lack of the \$15,000 needed to get there.

Then, miraculously, a citywide publicity campaign raised the needed funds, and off the teams went to test their prowess in the Nationals.

Maintaining peak form with the aid of a daily regimen that included vigorous physical exercise, a carefully scrutinized diet (no “junk” foods), rest and even meditation, Vaux took first place in the National Junior High School Championships and Douglass placed second in the elementary division! Those typical North Philadelphia kids, who were in no way different, economically or intellectually, from their peers, had beaten the best players from schools all over the country; and they returned home to a gigantic heroes' welcome. □

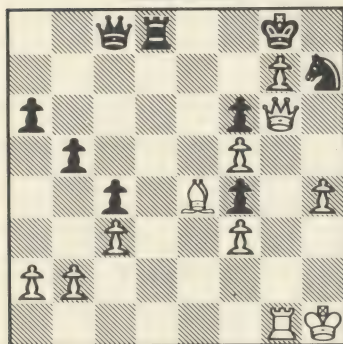
Chess master Shelby Lyman was “chesscaster” of the historic public television coverage of the Fischer-Spassky match and is a syndicated columnist.

PROBLEMS: Match wits with Bobby Fischer

Answer Drawer, page 61

EASY: New York 1965

Black: Benko



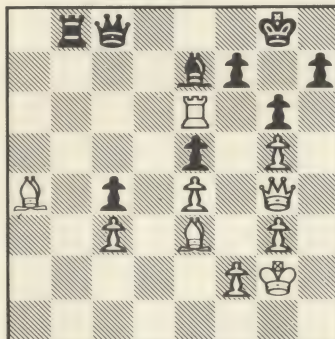
White: Fischer

A. Fischer wins sharply.

Hint and explanation: Benko's rook guards against two threats. It is overworked.

MEDIUM: Mar del Plata 1959

Black: Shocron



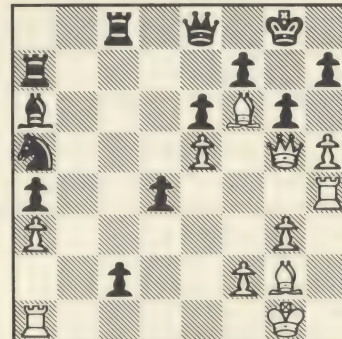
White: Fischer

B. Fischer rescues his “pinned” rook.

Hint and explanation: If the Black queen were not protected, Fischer could ... ? Hm.

HARD: Sousse 1967

Black: Miagmarsuren



White: Fischer

C. Fischer forces mate.

Hint and explanation: The key move will be a drastic sacrifice.

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The Amazing Bridge Exploits of Captain Diggery Piper

by Terry Quinn

NORTH (McGonigle)		EAST (Grady's)	
♠ J 10		♠ 8 7 6 5 4	
♥ Q 10 7 6 4 3		♥ 5 2	
♦ K 10 3		♦ 7 6 5 4	
♣ J 9		♣ 8 3	
SOUTH (Piper)			
♠ A			
♥ A J 9			
♦ A 2			
♣ A K Q 10 7 6 2			

N/S vulnerable. Spade King led.

WEST	NORTH	EAST	SOUTH
1S	2H (!)	Pass	7NT
Dbl.	Pass	Pass	Pass



Rhonda Klapper

EPISODE IV:

The Force of Parrot Power...

In spite of the raucous squawking, in spite of the sanitary problems which should be obvious to anyone, in spite of the questionable protocol of admitting an unruly animal into the hallowed halls of Congress—in spite of all this, Diggery's parrot, Hermione, perched week after week on her master's right shoulder and stared in avian insolence at the hands he so deftly played. Until last night, I presumed that the Captain's despicable pet contributed in no way to his uncanny success at table. But I now have evidence to disprove that naive theory.

In the deal you see before you, I opened the West hand with a spade. Sally McGonigle, that misguided missile of duplicate bridge, threw in a jaunty two hearts before my partner, club director Ed Grady's, inspected his sorry collection of sevens and eights and passed.

Diggery, no doubt brightening inwardly at Sally's vulnerable overcall before adequately considering its source, envisioned five or six hearts headed by at least the King and rocketed straight to seven notrump. Holding hardware in three of the four suits, I doubled this contract with great relish.

Piper's face turned a delightful shade of sepulchral gray as my lead and Sally's dummy floated in tandem to the table.

"Who could possibly get you out of this mess?" I taunted.

"Who, indeed," he replied after a long pause, "but Hermione?"

"Not the parrot? Feel free to make any use you want of that sullen beast." At these unfortunate words Piper shrugged his shoulder, sending Hermione in flight and throwing the Congressional Club members into a collective dither. The bird circled the chamber in a graceful, hawk-like swoop before descending once again to its accustomed lookout.

Peering in mock insouciance at his eleven-trick holding, the Captain announced, "I believe I am now prepared to play." He took his Ace, entered dummy with a club, and pointed toward the hearts. But just as I was fondly contemplating the doomed heart hook, the rapid-fire spades, and the delivery of a tart, 1400-point sting, Hermione squawked.

"What is it, dear?" Piper asked. "I might just as well take the finesse now as later. We're in for either a top or a bottom, and where else can I hope to collect the two tricks I'm short?" Still the parrot raved, now emitting an alternate series of nasal and sibilant sounds which, to my ears at least, bore an ungodly resemblance to the phrase: "Offside! Offside!"

"Just to humor you, I'll postpone the play," Diggery muttered, "but, mind you, I see no prospect of avoiding it."

As Piper peeled off his endless club tricks, the bird's warnings took on a demonic sense of menace. Suddenly the placement of dummy's spade Jack over my Queen seemed vaguely unsettling; my protected King of hearts no longer felt protected; and the Queen-Jack of diamonds became barer and barer. In the end I divested myself of the diamond guard, secure after all in the knowledge that even if Diggery were to euchre me out of one trick, he would still go set. Besides, who could guess that I was down to the stiff Queen-Jack of diamonds?

Hermione, of course, could guess.

When Piper mused aloud, "Well, surely it's time for that heart finesse," the parrot went berserk. At this point I appealed to Mr. Grady's in his capacity as director.

"Declarer," I archly accused, "is making unwarranted use of information supplied to him by his... his mascot."

"Indian giver!" Sally protested. "You told him he could."

Mr. Grady's smiled benignly. "Yes, well, there being no specific reference in my rule book to 'the unwarranted use of par-

rots,' I must ask that play continue."

Behold the end position below and see the dire straits into which I had been forced.

With Hermione no doubt subtly guiding the proceedings, Piper cashed three diamonds. And just as the final club had earlier embarrassed me for a discard in three suits, the final diamond now embarrassed me for a discard in two. Alas, the balance of the tricks were his.

NORTH		EAST	
♠ J		♠ —	
♥ Q		♥ 5 2	
♦ K 10 3		♦ 7 6 5	
♣ —		♣ —	
SOUTH			
♠ —			
♥ A J 9			
♦ A 2			
♣ —			

"Permit me to allay your suspicions, my good man," Diggery had the crust to say. "I never planned to play on hearts. You see, your own two calls gave me ample clues as to where to place the eleven missing high-card points. Ergo, the finesse amounted to suicide, while the simple expedient of running my winners until your guards wilted, one by one, presented a rather jolly alternative, eh wot? Your theorists identify this play as 'the progressive squeeze,' if I am not mistaken—although Hermione here has coined her own phrase for the stratagem..."

"I'm really not interested," I rejoined. But as I rose and trudged toward the next table, the cursed bird rasped "Ratchet! Ratchet!" for everyone to hear. □

NEXT EPISODE: The McGonigle Coup.

Terry Quinn is a novelist, ghostwriter, and journalist living in Washington, D.C.
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The Basics on Probabilities

In many games played with dice, a general grasp of mathematical probabilities is bound to be helpful, for the correct choice of move is often governed simply by knowing that the odds are better in one situation than in another. In backgammon, a knowledge of certain general principles is sufficient to guide players in making most decisions, and calculation of exact odds is necessary only occasionally.

Since backgammon is played with two dice, each having only six sides, there are a total of thirty-six possible throws, consisting of six rolls of doubles and thirty rolls of non-doubles (6-5, 5-6, 6-4, 4-6, 6-3, 3-6, etc.). Actually there are only fifteen distinct non-double combinations, but each one can come up in two ways. This is easy to visualize if you imagine rolling one black die and one white die. How many ways can you roll an eleven? The answer is two: a black six and a white five, or a white six and a black five. With a set of doubles such as double six, however, there would be only one way: a black six and a white six. The thirty-six possible throws in backgammon create enough possibilities to make calculation of the odds in any situation challenging, yet they are few enough in number to make such a calculation manageable within the time constraints of actual play.

In Diagram 1 let's say Red has to play a roll of either 6-1, 6-2, 6-3, or 6-4. The six is easy: Red is forced to bring his lone back man out to the 7-point (YS). Should he continue on with the same man or should he stay on the 7-point and play the other number by moving a man in his inner board? According to the laws of probability, Red should stay and keep his blot eleven pips away from White's checker on the other 7-point. There are only two ways in which White can throw an eleven (6-5, 5-6); but if Red moves to ten pips away, he will allow three ways of being hit (6-4, 4-6, 5-5); to nine pips away, five ways (6-3, 3-6, 5-4, 4-5, 3-3); and if to either seven or eight pips away, six ways (as the reader can verify). The general guideline to observe here is: *Do not come closer to your opponent when you are seven or more pips away.* (A minor exception: being eleven pips away is safer than being twelve away.)

When you get within six or fewer spaces of your opponent, the general guideline is just the opposite: *Come as close as you can to your opponent when you are six or fewer pips away.* In Diagram 2 Red has again rolled a six on one die forcing him to move from the 6-

point to the 12-point (TN). He should now play the number on the second die by continuing on with the same man. If his exact throw were 6-5, it would land him only one pip away from White, and the question now would be how many ways are there for White to throw a one and hit? The answer is eleven (6-1, 1-6, 5-1, 1-5, 4-1, 1-4, 3-1, 1-3, 2-1, 1-2, 1-1). In fact, *there are always eleven ways of throwing a particular number on at least one die.* But what if you want to determine the total number of possible ways of hitting a blot from a particular distance? Then it is necessary also to consider the number of combinations of two dice which add up to the distance in question. From two spaces away, for example, a blot can be hit with the combination 1-1 as well as with any of the eleven rolls having a two on at least one die—a total of twelve ways. From three spaces away, there are three combination rolls (2-1, 1-2, and 1-1); adding three to the eleven ways of rolling a 3 on one die yields a total of fourteen ways of hitting. Use this same method to figure out how many ways a blot can be hit that is four, five, or six pips away; the answers are 15, 15, and 17, respectively.

The importance of these last figures is apparent in Diagram 3, taken from a game played last year in Miami. Red played a 5-1 roll by adhering to the general guideline and moved W-Q (the hyphen denotes that one man is moved a total of more than one die) to put his man as close as possible to White's man. White then dramatically threw double four, enabling him to hit Red, make a prime, and bear in his last man besides! Actually, Red's correct play was WR ED, leaving himself with the same number of ways of being hit (15) while avoiding putting himself in danger of the crushing double four thrown in the game.

With only thirty-six throws, it is generally not very difficult to compute the number of chances in almost any given situation. In Diagram 4, let's say that White fails to enter. How many dice rolls are there which allow Red to "close out" White, that is, to make a prime? The correct answer appears in the Answer Drawer, as do the solutions to the following questions for Diagram 5: (1) How many ways can White hit Red's blot? (2) How many ways can Red hit White's blot? (3) How should White play a roll of 3-1? □

Answer Drawer, page 61

Prince Joli Kansil, top-ranking player in Hawaii, is the inventor of Bridgette and several other games.

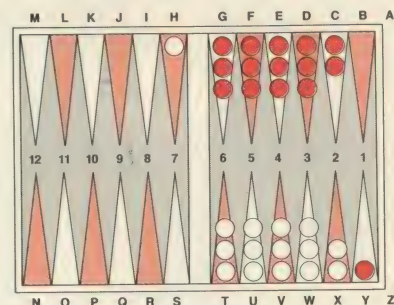


Diagram 1

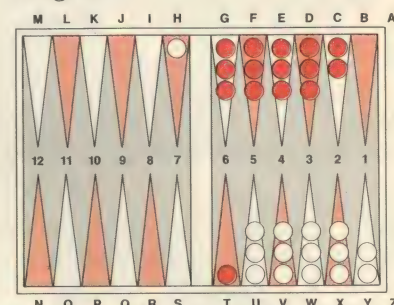


Diagram 2

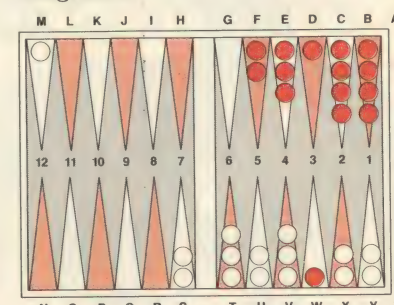


Diagram 3

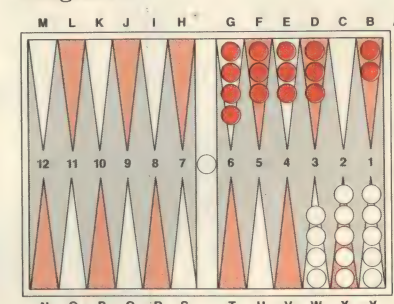


Diagram 4

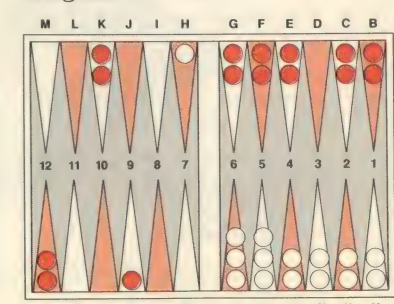


Diagram 5



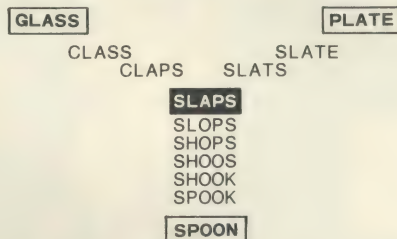
I have nothing to offer but blood, toil, tears and sweat.
—WINSTON S. CHURCHILL

First Prize: Six Blood, Sweat, and Tears albums, from Columbia Records; OR Winston Churchill's *The Second World War*, complete six-volume hardbound edition, published by Houghton-Mifflin.

Four Honorable Mention Prizes: A GAMES T-shirt.

Laddergrams, or Doublets, as Lewis Carroll called them (see pages 22 and 28), are quite enough to fascinate and befuddle most puzzlers. But we'd like to invite you to climb one more rung with us . . . into the as yet uncharted realm of Triplets.

The object in the original game of Doublets is to get from one word to another with the fewest intermediate steps. (In each step it is permissible to change one letter.) But suppose there are three words to be connected up, such as GLASS, PLATE, and SPOON. And suppose you wanted to connect them in a Y-formation, like this:



To win this contest, all you have to do is connect BLOOD, SWEAT, and TEARS to each other with the best (most efficient) Y-formation. Find the best word to put at the junction of the Y (in the example above, the junction word is SLAPS) and then find the best way to change this word into BLOOD, into SWEAT, and into TEARS. Adjacent words must differ by only one letter, as in the example. The total "distance" from your junction word to the three given words should be as small as possible, in order to keep the number of words in the Y to a minimum. Any single five-letter word that appears in *Webster's Third New International Dictionary* (Unabridged) may be used, except for proper names, abbreviations, contractions, or hyphenated words. The three arms of the Y need not be the same length. The entry with the fewest total words in the Y wins. Postmark deadline is August 1, 1978. In the event of a tie, earliest postmark wins.

Void where prohibited by law.
Clip or copy this entry blank and mail it to:

Blood, Sweat, and Tears, GAMES Magazine
515 Madison Avenue, New York, NY 10022

A. My junction word is _____, and that counts as one step.

B. To get from the junction word to BLOOD takes _____ steps, namely:
_____, _____, _____,
_____, _____, _____,
_____, _____, and BLOOD.

C. To get from the junction word to SWEAT takes _____ steps, namely:
_____, _____, _____,
_____, _____, _____,
_____, _____, and SWEAT.

D. To get from the junction word to TEARS takes _____ steps, namely:
_____, _____, _____,
_____, _____, _____,
_____, _____, and TEARS.

The total number of words in the Y is _____, including BLOOD, SWEAT, and TEARS, and the junction word.

Name _____

Street Address _____

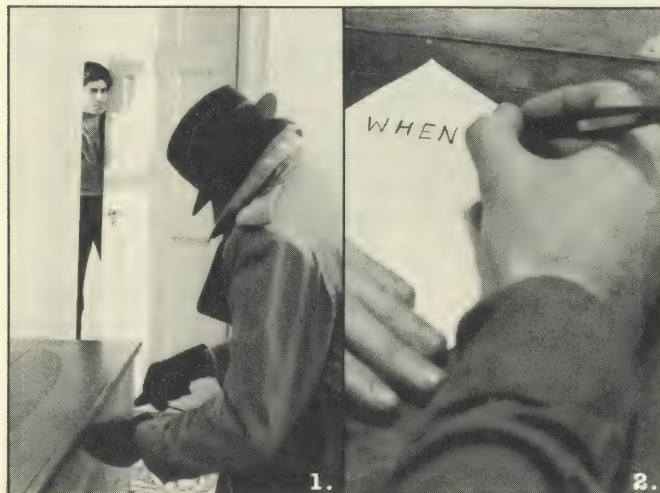
City _____ State _____ Zip _____

BLOOD SWEAT & TEARS

A Word-Puzzle Prize Competition

PHOTO CRIME

ALIBI TRAIL By Walter Gibson



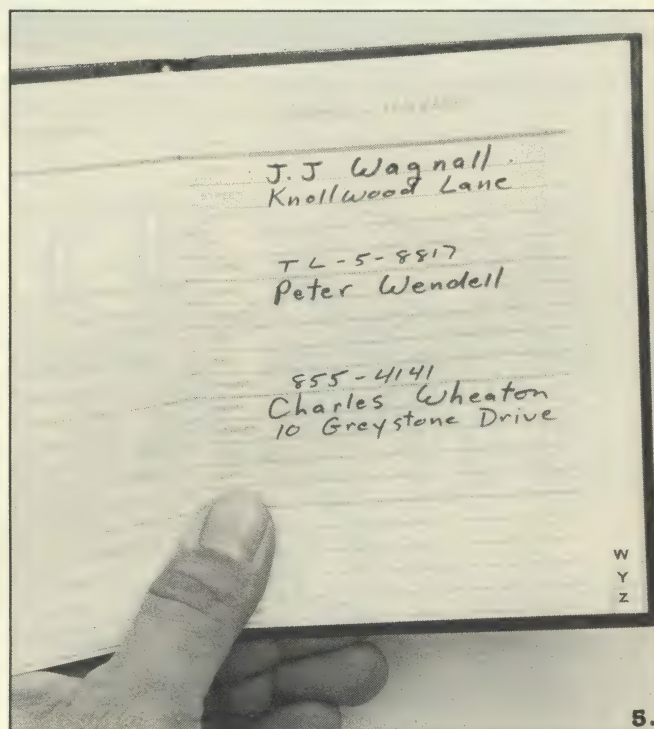
1. It was midnight in the suburban home of Galbo Winters, who was vacationing in Europe. His secretary, Hugo, heard a noise from the study as he prepared to retire. Peering in at the cracked door, Hugo spotted a muffled man breaking into the locked cabinet where Winters kept his valuables, which included incriminating evidence about the activities of some of his close "friends." Hugo immediately recognized the burglar as one of them. **2.** Slipping into the next room,



Hugo phoned police headquarters and gave the burglar's name in a low, guarded whisper. The desk sergeant, unable to make out the name, asked Hugo to spell it. The sergeant had written "W-H-E-N-" on his pad when the spelling was suddenly interrupted by a dial tone... **3.** The burglar, with Winters' strongbox under his arm, cut off Hugo's call and forced him out the door at gunpoint. The getaway car sped off with Hugo as hostage.



4. Inspector Mountebank, recently returned from Paraguay, was called in on the case the next day. Upon request, Winters' housekeeper gave him an address book listing the names of Winters' closest friends. Cash and jewelry left in the open cabinet gave the Inspector reason to assume that



the motive must have been personal. **5.** There were only three Ws in the address book. Mountebank decided they must all be checked out to see if he could connect one of them to the name Hugo had begun to spell over the phone. Wasting no time, he went into action.



6.



7.



8.

6. Charles Wheaton was quizzed first. He and his girlfriend, Gwen Ballister, stated they had been to the movies, then stopped at the Candlelight Cafe for a late supper and had stayed there until nearly one o'clock. 7. Mountebank went to the cafe, where he talked to a waiter who remembered that the couple had come in well before midnight. The waiter showed the Inspector their table, stating: "This is right where they sat, sir, but I didn't keep track of how long they stayed. They might have gone quite soon. I remember they paid their check and I had the table cleared, but just when...?" He finished with a helpless shrug.

8. Peter Wendell was next. Questioned over the telephone, he said that he had started a game of pool with a stranger in the game room of the Suburbia Motor Lodge just after midnight. Inspector Mountebank headed for the motel later that afternoon.



9.

10.

9. The clerk told Mountebank: "Two girls were playing pool when I went out to eat, just a little before midnight. I tried telling them it was time to close the room for the night, but they were so disappointed that I told them to go ahead and finish their game. When I came back at half past twelve they were gone - so I locked up the room." 10. When Inspector Mountebank asked to see the room, the clerk unlocked it and showed him around, remarking that no one had been in the room since he locked it the night before.



11.

11. Whatever Inspector Mountebank's conclusions were at this point, he observed that checking the final name, J. J. Wagnall, was by now no more than a formality. Contacted by telephone, Wagnall reported that he had flown into town the evening before. His luggage missed the flight, and he remained at the airport until quite late, hoping that the bags would turn up. Wagnall said he never got the bags, but finally went home very weary and slept late.

Inspector Mountebank, working from his one positive lead ("W-H-E-N"), picked the friend who had robbed Galbo Winters and kidnapped his secretary. Who was it - and how did the Inspector identify him?

Answer drawer, page 61.

CODE BREAKER

Tournament-Style Master Mind

by Laura King Palmer

A

Guess					Response
1	Green	Yellow	Blue	Yellow	□ □ ■
2	Red	Blue	Blue	Green	■
3	White	Green	Black	Blue	■ □
4	Blue	Green	Black	Yellow	□ □
5	Blue	Yellow	Yellow	Black	■ ■

B

Guess					Response
1	Green	Red	Blue	Black	■ ■
2	Red	Blue	Yellow	Red	□ □
3	Red	White	Green	Yellow	■ □
4	White	Red	Red	Black	■ □
5	Yellow	Green	White	Green	■ □

C

Guess					Response
1	Red	Blue	White	Green	□ □
2	White	Black	Red	Blue	■ □
3	Yellow	Blue	Green	White	■ □
4	Blue	White	Red	Black	■ ■
5	White	Black	White	Blue	■ □

D

Answer Drawer, page 61

Guess					Response
1	Red	Blue	White	Green	□ □
2	Blue	Blue	Red	Green	■ □
3	Red	White	Blue	Black	□ ■
4	Green	Blue	Yellow	Black	■ ■
5	White	Green	Blue	Red	□ ■

E

Guess					Response
1	Red	Green	Black	Blue	□ □
2	Yellow	Red	Green	White	■ ■
3	White	Red	Black	Blue	■ □
4	Red	Blue	Green	Red	■
5	Red	Black	Green	White	■ ■ ■

F

Guess					Response
1	White	Blue	Green	Black	□ □
2	Red	Green	Yellow	Blue	■ ■
3	White	Blue	Red	Black	□ ■
4	Red	Blue	Black	Blue	■
5	Red	Blue	Red	White	■ ■ ■

Youth had its day at the first International Master Mind Tournament held last winter in London's famous Drury Lane Theatre. Courtesy of Invicta Plastics Ltd. (the manufacturer of Master Mind), twenty-one competitors from England, Ireland, Poland, Australia, Norway, and the United States came together for an afternoon of code-breaking against the clock. Tournament-winner John Searjeant of Nottingham, and his closest rival, Rune Froeseth of Oslo, will no doubt each remember the tournament as a highlight of his fifteenth year.

The goal of tournament Master Mind is the same as in the at-home version: to break a hidden code consisting of a sequence of four colors, chosen from a pool of six possible colors, red, yellow, blue, green, black, and white (repetitions in the code are possible). To break the code you must deduce both the proper colors and their correct order. But unlike the standard version, tournament Master Mind be-

gins with a computer read-out of the first five guesses.

Above are six tournament-style Master Mind problems. Each guess is represented by a row of colored dots, and each response by a group of black and white squares. A response consists of one black square for each dot that is correct with respect to both color and position; one white square for each dot that is correct with respect to color but incorrect with respect to position; and no square (a blank space) for each dot having a color not found in the code. Note well that the positions of the black and white squares do not indicate which of the four dots are correct, and a black square does not rule out the possibility that the same color appears elsewhere in the code.

For each problem, the hidden code can be deduced on the next guess. If you want to play by tournament rules, ask someone to time you; the contestants in London were allotted a maximum of four minutes per problem. □

GAME CHEST



Epaminondas



Four Sight



Shogun

Manuel Gonzalez

Epaminondas by Robert Abbott (available from the inventor: P.O. Box 1175, General Post Office, New York, N.Y. 10001; \$18, post-paid; New York residents add state sales tax).

Epaminondas is a strategy game, pure and simple. Pure because there's no chance involved at all; the winner is the player who makes the better moves. Simple because the game is invitingly easy to learn.

The playing board is a 12 x 14 matrix. Each player has twenty-eight identical pieces which are set up on the first two rows of either side of the board—black on one side, white on the other.

On his turn, a player may move any piece one space in any direction—vertically, horizontally, or diagonally—to an empty space or to a space occupied by his opponent's piece (in which case the advancing player captures his opponent's piece). When two or more pieces of the same color are in line, the whole line of pieces can be moved as many spaces as it has pieces. It helps if you view this line as a phalanx—a rigid formation of two or more pieces moving as a unit, shielding each other from enemy attack. (This military strategy was refined by the Greek statesman Epaminondas—hence the name of the game.)

What, you may ask, happens when two opposing phalanxes meet? Obviously, if one phalanx has more pieces than the other, the weaker phalanx is removed from play. And, somewhat less obviously, if two phalanxes of equal power meet, neither one is able to advance.

The object of the game is to be the player who advances at least one more piece to the opponent's back row than the opponent can advance to your back row on his next turn. When, for example, player A's piece does reach player B's back row, player B must either capture the invading piece or advance a piece to player A's back row during his next turn. Otherwise, the game is over, and player A wins.

As the game is played out, the sheer graphic power of the design becomes increasingly evident. Arrays of pieces depict lines of force and the board begins to look like a field of conflicting vectors. Bob Abbott, the game's inventor, sees this graphic power as something that should be evident in all good strategy

games. He calls this "clarity"—a clear game being one that concretely depicts the interplay of power between the opponents (as in the game of Go). A strategy game with such clarity is a rare find and a testimony to the brilliance of its creator.

I find Epaminondas fascinating both to play and watch. The designer went to great expense to produce a fine, solid wooden board and polished acrylic playing pieces. The whole presentation, from the design to the embodiment, is something of a work of art, well worth the price to people who appreciate fine strategy games.

—B.D.K.

Four Sight from Invicta Plastics, around \$7.

Four Sight is a two-person strategy game of visual thinking which can become more complicated each time you play. The board is a 4 x 4 matrix (sixteen square holes), and each player receives eight playing tiles and one of four different "key plates." Each plate is a flat piece of plastic (the same size and shape as the board), from which four square holes the size of the tiles have been cut. The object of the game is to place tiles on the board so that you duplicate the pattern in your key plate. But in order to win, you must duplicate that pattern using three of your own tiles and one (but only one) of your opponent's.

If you think that sounds easy, consider this: each plate can be rotated and/or flipped over, thus producing eight possible ways of fitting your pattern on the board. And, since your opponent must use one of your tiles in his pattern, you also have to keep track of the eight possible ways he has of fitting his pattern on the board. But the plates cannot be moved once they are placed in front of the players, so all this turning and flipping must take place within your mind!

When a player spots a 3-1 combination on the board that he believes will correspond to his key plate pattern, he may then place the plate over the board. If the pattern is correct, he wins; if not, better luck next time because he has thereby lost the game.

For many players, mastering the ability to see both patterns eight different ways will be enough of a challenge. But for the advanced strategist there are variations that make the

basic game look simple. For example, each player could take two key plates, yielding a total of thirty-two combinations to monitor. Or by starting each player with one plate and allowing each to draw from either of the two spare key plates, forty-eight combinations are created. And finally (although it would seem close to impossible to monitor sixty-four patterns simultaneously), you could let either player draw his "win" from any of the four plates. Then, of course, there's the blindfold version, the simultaneous match, the . . .

—Gini Scott

Shogun from Epoch Playthings, around \$7.

Not to be confused with Shogi, a Japanese variant of chess, Shogun is itself a chesslike strategy game for two, and is played on an 8 x 8 checkerboard. Each player has a king and seven pawns, and the object is to capture your opponent's king or leave him with only his king and one pawn. To make a capture, you just land on a square occupied by your opponent, moving the number of squares permitted for your piece. But the trick is that the number of moves allowed keeps changing, because each piece has a magnetized disk inside with four numbers (from 1 to 4 for pawns; 1 to 2 for the king), and the disk rotates in response to magnets built into each square of the board. As a result, depending on where a particular piece is located, a different digit shows up through a small hole in the piece, and this digit determines how each piece may move.

Tricky indeed, because typically you don't know until after you move what new number will show up, and therefore how far you can move that piece on a subsequent turn. (That is, unless you have a fantastic memory, and can keep track of what happens to each piece on every square.) Thus, there's a certain amount of luck involved—and just to make sure this luck factor remains, players are told to rotate the board after several plays. The luck factor rules out extensive future planning, but there's still plenty of strategy in making the most of the existing positions on the board.

In sum, an interesting and original game concept that combines strategy and chance in a challenging, novel way. The rules are few and simple, the presentation attractive.

—Gini Scott

E Y E B A L L B E N D E R S

WHAT ARE THESE OBJECTS?

SEE THE ANSWER DRAWER ON PAGE 61



1. Keep it up

Photos by Ken Robbins



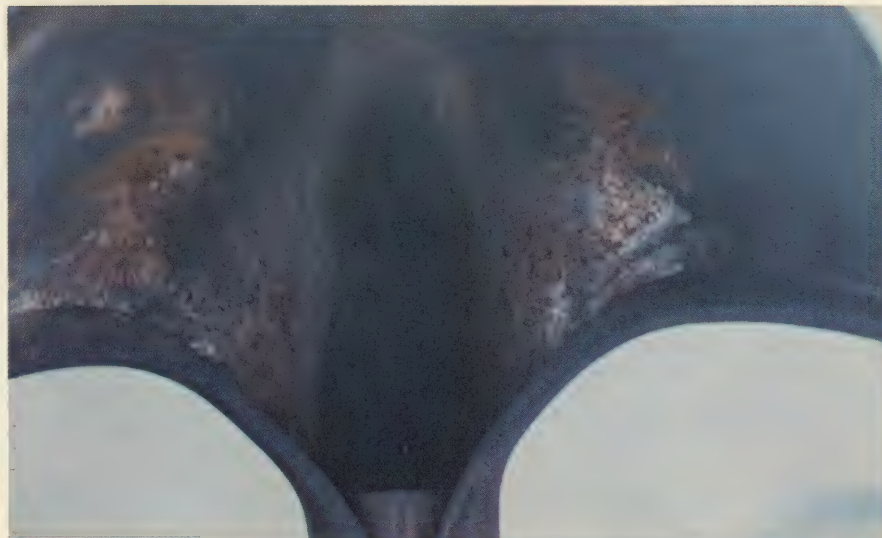
2. Tougher than nails



3. From the court



4. Save the baby



5. Gardener's Suit



6. Red delicious



7. Little shaver



9. Far from the point



8. Toughie



10. Pop pop



11. Pop



12. Rush after the bee

Old Swiss Mill

A Currier & Ives Picture Puzzle

This Old Swiss Mill appears, at first glance, to be typical of the Currier & Ives lithographs that have become so prized by collectors of Americana. In fact, it was one of a series of picture puzzles issued by Currier & Ives in the 1870s, in which shadowy human faces and animal forms were subtly worked into the scene. The keen-eyed should be able to spot at least twenty-five hidden images.



BOOK SHELF



The Sherlock Holmes Crossword Puzzle Book by Ruth Lake Tepper (Clarkson N. Potter, Inc., 1977, 160 pages, paperback, \$2.95). What do crossword puzzles and detective stories have in common? Both require working through clues until a solution begins to reveal itself. Still, they are unlikely bedfellows.

But in *The Sherlock Holmes Crossword Puzzle Book* each of the twenty-one chapters presents an abbreviated version of one of Conan Doyle's famous tales (with the original Sidney Paget illustrations), followed by a crossword puzzle. The story helps you solve the puzzle, the puzzle helps you solve the mystery, and the solutions to both appear in the back of the book, in case you get stuck. (But we can't imagine a GAMES crossword puzzler being stumped here—just moderately challenged.)

In addition to the puzzles, the author gives us several pages of Holmes trivia, in which, among other interesting facts, we learn that the most often quoted expression "Elementary, my dear Watson" does not occur once within the thousands of pages of the Holmes saga. And for those intrepid lovers of devastatingly difficult puzzles, the book even includes a crossword that was used as an entrance exam to the Baker Street Irregulars, a prestigious club for Sherlock Holmes fans.

—P.M.W.

The Well-Played Game by Bernie De Koven (Anchor Press/Doubleday, 1978, 192 pages, paperback, \$3.95).

On the subject of how games can be played, there is no one whom we'd rather have lecture us, while tickling our fancy, than contributing editor Bernie De Koven. His search for the well-played game is at times a joyride to the limits of the imagination, yet always seems to be working from a philosophical base. *The Well-Played Game* shows us how to be seriously silly about our games, and how to imagine new ways of playing them together while limiting our silliness to what will help us to play well together. Our games belong to us, and so does the freedom to change them whenever it benefits the community of players. We must attempt to define the well-played game so that we'll recognize it when it's here, and be able to find another once it's gone.

The Well-Played Game is recommended to



all gamers who take their games not too seriously, not too lightly, but just on that fine line between release and control where playing a game really makes us feel good. And if after reading this book you can't imagine at least a million ways to play marbles (or any game for that matter), you ought to ask for your money back.

—P.M.W.

The Frisbee Players Handbook by Mark Danna and Dan Poynter (Parachuting Publications, P.O. Box 4232, Santa Barbara, California 93103, 1978, 187 pages plus Frisbee, paperback, \$8.95; Californians add 54 cents sales tax).

Frisbee: A Practitioner's Manual and Definitive Treatise by Dr. Stancil Johnson (Workman, 1975, 221 pages, paperback, \$4.95).

With the *Frisbee Players Handbook* you not only get a carefully organized and illustrated manual instructing you in basic throws, advanced throws, basic catches, simple trick catches, advanced trick catches, and special catching maneuvers; you not only learn about throwing multiple discs, about Frisbee games, the official format for Frisbee competition, records for outdoor distance, indoor distance, and maximum time aloft, records accomplished by men, women, seniors, juniors, children, and dogs; you not only find out about the lore and origin of the Frisbee, about Frisbee clubs and proficiency standards—you not only get all of this in a book that is shaped so that it can nestle unnoticeably in your Frisbee, but you also get a specially developed training model Frisbee patterned after the World Class 119 G.

With Dr. Johnson's treatise you don't get a Frisbee, nor a book that will fit into one. You also don't get a step-by-step approach to learning about the plain and the fancy of the Frisbee world. But you do get a lot of playfully put together information, more than you ever thought you'd need to know, about the true nature of Frisbees. You learn about the physics of Frisbee flight, the interface between weather and the Frisbee, the medical aspects, the care, repair, and transport of the Frisbee, and all the other stuff that Frisbee dreams are made of.

—B.D.K.



Ken Robbins

Additional Titles

Mind Tickling Brain Teasers by E.R. Emmet (Emerson Books, 1978, 256 pages, hardcover, \$7.95). This fifth book from Emmet was written (at the request of his readers) for novices in the field of logic puzzles. A good way to get your feet wet.

Puzzles, Puzzles, Puzzles, Puzzles, Puzzles by T. L. Edwards (Playmore, Inc., 1977, 562 pages, large format paperback, \$7.95). Anagrams, crosswords, cryptograms, and word and number puzzles for people who like their puzzles easy.

The Great Round The World Maze Trip by Rick and Glory Brightfield (Ballantine Books, 1977, 80 pages, paperback, \$4.95). Tour the streets from Boston to Calcutta in this collection of geographical mazes.

Leonard Barden's Chess Puzzle Book (Faber and Faber, 1977, 149 pages, paperback, \$2.95). Three hundred illustrated chess problems, ranging in difficulty from novice to expert, taken from Barden's chess column in the London *Evening Standard*.

Calculator Puzzles, Tricks and Games by Norvin Pallas (Sterling Publishing, 1976, 96 pages, hardcover, \$3.95). More than thirty easy-to-learn calculator amusements.

Calculator Games and Bike, Skate and Skateboard Games by Michael Donner (Golden Books, 1977, 48 pages each, color illustrations, paperback, \$1.95 each). From a series of six "activity" books for kids, produced before Donner became editor of GAMES.

Doubleday Crostics #1 edited by Charles Preston (Doubleday, 1978, 64 pages, large paperback, \$2.95). An interesting collection of crostics featuring quotes from such well-knowns as Milton Berle, Mao Tse-tung, Beverly Sills, and F. Lee Bailey.

How to Win at Gin Rummy by Oswald Jacoby (Holt, Rinehart & Winston, 1978, 186 pages, paperback, \$3.95). A master of bridge and backgammon, Jacoby now advises beginners, average players, and experts on the fine points of Gin.

Invent Your Own Game Chimp-Off-the-Old-Block

INVENT YOUR OWN GAME.

Originality seems to be hard to come by, especially when you try to invent your own game. The problem is that even though your game might be original to you, the chances are high that somebody else has already come up with the same idea.

Many readers sent in variations of Geography and Ghost and Bug. These games are great fun, but originality was our first criterion for judging the entries in the contest. From there, we tested the games to make sure they could be played, and chose as winners the ones we thought would be fun to play again and again. The only restrictions, according to the rules of the contest, were that the games require no props, and that the descriptions not exceed one hundred words.

First Prize (Fidelity Electronics' Chess Challenger): *Tobe Roberts, New York, NY*



FINGER BASEBALL

The object: To get more runs than the other person in nine innings.

How to play: You need two people. Decide who goes to bat first. Both players, on a mutually agreed upon signal, put out one, two, three, four, or five fingers. If the fielding player puts out a *different* number of fingers than the batting player, it is an out for the batter. If the same, then one finger is a single, two is a double, three a triple, four a home run, and five a walk.

Five Honorable Mention Prizes (*The Mammoth Book of Word Games*, by Richard B. Manchester):



ANARCHY from A. Robison, Long Beach, CA. Three, five, seven, or nine people form a circle facing *away* from its

center and adjacent players join hands. Each player endeavors to be the first to break the connection (separate the hands) of the two players directly across the circle from his or her own position. There are absolutely no rules governing tactics—anything goes! You are limited only by your imagination, insight, morals, and fear of retribution.

[*You may want to determine in advance who is opposite whom.—Ed.*]



SONG SUBSTITUTION from N. Ryan, Fleming, OH. Players (any number) take turns naming song titles, but substituting a predetermined word for a key word in the title. Example: Suppose chosen word is "Nose." Use the word to make old favorites like: "I'm Forever Blowing Noses" or "Peg o' My Nose."

While one player is naming the song titles, the others serve as a panel—voting with "boos" or "yays." A player who gets stuck or gets a vote of boo is out. (Important: A pun has to be bad to be good, and should be "yayed" if it's clever, even if it's booably bad.)



CHANGE OR RHYME from Wilma Collado, Briarwood, NY. The object of this game is, more or less, to see how extensive a person's vocabulary is. The larger the group the better. The first person can say any word that comes into his head. The next person must then say a word that is either a synonym or one that rhymes with it. For example, should the word be "mime" the next player could say either "imitate" or "time." If a person is unable to think of a word, he is out of the game. The winner is the last person remaining in the game.



WORD FOLLOW from E.M. Hahn, Wilmington, DE. The first player says any word he wishes, up to five letters, such as "firm." The next player must say a word which contains only one letter of the preceding word, and that letter may not be reused in the word. For example, the word "firm" may be followed by the word "will," but the word "will" cannot be followed by the word "timid." Players are eliminated when they fail to repeat one letter of the preceding word, repeat more than one letter, or use the letter repeated more than once. The last player in the game is the winner.



AM I LYING from V. Santilly, Long Branch, NJ. Each person studies the appearance of the others for a few minutes, then closes his eyes. The leader makes a statement to one person about any of the others. Example: "John. Mary has six buttons on her sweater." John must now answer either yes or no. If he is right, he becomes the new leader and the old leader takes his place in the group. If he is wrong, the leader makes another statement to a different person in the group, until someone is correct. In between different leaders, the people restudy each other. Play continues indefinitely.

—Contest judged by Bernie De Koven and Sid Sackson.

Replay. If you want to see more reader-originated games in *GAMES*, consider Invent-a-Game an ongoing contest of sorts. From now on, we'll consider any game that is new to us whether or not it uses props, but again we ask that you try to keep your descriptions to one hundred words or less. Send a photograph if you like. We won't be able to return submissions, but we will send a *GAMES* T-shirt to any reader whose game we print.

CHIMP-OFF-THE-OLD-BLOCK.

Our young mathematician from Brooklyn really did a number on us. After several weeks at the typewriter, his chimp managed nothing more than forty-nine "random" letters in a 7 x 7 block. But those

```

A E I T S I I
T C N O A M L
I O A H S A R
R P C Y P I G
E S E I T L O
I R P N D A R
T D E C A I V

```

random letters elicited more than ten thousand responses, making Chimp-Off-The-Old-Block our most popular contest yet. The object was to find the twenty longest single or compound words in the block by joining letters sequentially. (As most—but not all—readers concluded, this of course meant *different* words. No repetitions were allowed.) The only restrictions were that the words had to be listed in *Webster's Third New International Dictionary* (Unabridged) and that no letters could appear more than once in the same word unless the repeated letters were utilized from different positions within the block.

When entries first began to arrive, a score of 1,800 points looked good enough to win. Soon, however, the 2,000 mark was passed, and finally the "impossible" 2,500 barrier was shattered. In the winning entries, no word is shorter than ten letters, and the longest word (*phantasmagoria*) uses fourteen. The two most common errors were the words *phantasmagorial* (which does not appear in Webster's Third) and *hospitality* (which requires using the same "T" more than once).

First Prize (Texas Micro Games' Computer Backgammon): *Saundra Bright*, Lincoln, NB. 2,513 points, postmark date 3/5. Her word list:

WORD	LETTERS	SCORE
1. phantasmagoria	14	196
2. antipsychotic*	13	169
3. antiphotetic	12	144
4. perspicacity	12	144
5. presidential	12	144
6. reserpine acid**	12	144
7. scintigraphy	12	144
8. similarities	12	144
9. mastication	11	121
10. residential	11	121
11. serendipity	11	121
12. serpentaria	11	121
13. antiphonic	10	100
14. copresence	10	100
15. masticator	10	100
16. peridental	10	100
17. periscopic	10	100
18. phantasmal	10	100
19. prescience	10	100
20. scintigram	10	100

*Appears in Webster's Addenda, page 56a.

**Ruled a compound word by Webster's.

Honorable Mentions (GAMES T-Shirt):
Donald R. Woods, Mountain View, CA.
 2,513 points, postmark 3/23.
George Schrag, Moundridge, KS. 2,511.
Michael Burdge, Dayton, OH. 2,511.
Ralph J. Kolt, Ottawa, Ontario. 2,511.

—Contest administered by Jim Goddard.

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is fleeting, there's a reason
it's been in the limelight
for almost 100 years.

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J&B
 RARE
 SCOTCH

86 Proof Blended Scotch Whisky © 1978 Paddington Corp., N.Y.

ferent alien being. In Milton Bradley's Laser Attack, an "evil" space station in the center of the board spins and trains its laser beam on an advancing spaceship. In Parker's Close Encounters of the Third Kind, players shuttle between Mother Ship and Devil's Tower, attempting to steer clear of hidden traps set by the opponents. UFO postulates the invasion of earth. The ensuing battle, in the basic version, can be fought in under an hour, a playing time which is some kind of a first for Avalon Hill.

Heritage Models also introduces a line of simpler games. Spellmaker endows each player with a wizard's magical powers. Quest puts the players in King Arthur's court. Strange New Worlds gives the players space ships and new planets to explore, conquer, and exploit. Starfighter depicts a ship-to-ship battle in deep space.

In the category of war games, I sought out the simpler simulations that might appeal to the general public. In Cadaco's Fighter-Bomber, planes move and capture by the throw of dice and are shot down by secretly placed flak bursts. Atmar's Game of the Generals offers some new twists on Stratego, including a tournament version in which an arbiter announces the winner of a challenge, without divulging the strength of the pieces involved. Heritage Models takes us back to WWI with Sopwith, an all-skill plane battle, and still further back to the age of empire-building with Grand Imperialism. (Paradoxically, this is a *short* version of the original Imperialism, published in 1974.)

Words And Numbers

Word games are a perennial favorite and I was somewhat surprised to see so few new ones. In Parker's Punch Line players slide lettered strips into position to form a word that fits a blank in a given sentence—the funnier the better. Jargon, by Argyle House, uses letter tiles and racks. Play is similar to rummy but the object is to build a grammatically correct sentence. In Master Nexus and Mini Nexus, also by Argyle House, players form words by pegging letters on a board. Each new word must start with the last letter of the previous word.

Very much akin to word games in their play mechanisms are number games. Hansen's Equable (that's spelled with one "b" and imported from France), uses number tiles to form interlocking equations on a board, with bonus spaces increasing the value of the tiles played. MPH revives Krypto, a card game out of print for several years. Each player races to use his five numbered cards arithmetically to equal a common target number.

Money And More

Ever since the dark days of the depression, money games have had a continuing

appeal. In Society Scandals (expanded from last year's Palm Beach Game) you need money, lots of it, but the prime objective is to settle into an armchair in the club's swank reading room and expire. The game is x-rated. (From Milton Bradley?) Big Deal, by Lakeside, is full of fast action as players move or buy their way up the ladder of success to the Ritz, or sink instead into the Pits. They can make money on everything from "Trained Worms" to "Subdivide & Conquer." In L.L.L.'s Impeachment, the presidency is a "property" to be purchased. Once in power a player pockets the taxes, until impeached, whereupon another president takes over. Hansen's Profit & Loss is primarily involved with buying investment properties and, with luck, selling them at a profit. Energy Quest, by Weldon, presents players with a continuing choice between investing in properties to collect money from opponents, or investing in generating electricity. The object is to have the most kilowatts when the card that ends the game is drawn.

A new wrinkle in money games is tailoring them to fit a specific location. The Mall Game, by Richmar, promises you the thrill of buying everything you want in your local shopping center. But beware of bankruptcy. In Osobo's Tryopoly, hexagonal tiles representing a particular city's stores are placed in a triangular frame to build the board as the game progresses. Although Char-Donn's Great Blizzard Travel Game doesn't involve money, it is being made to recapture various cities' nostalgia for the big snow. Play starts on the sunny side of the double-faced board which then flips when "The Blizzard Strikes" is drawn.

No matter how hard I tried, there were some games that I couldn't squeeze into any known category. In Bicycle Breakdown, by Bicycle Breakdown Inc., players travel around a board to pick up bicycle parts—in the form of seven jigsaw pieces—and the tools for assembling them. G. & E. Hill's The Game of Roots is based on the history and cultural heritage of Black Americans; Hispanic-American, Jewish-American, American Indian, and Polish-American versions are in the works. From Ideal is Call-It, a race game for up to five. How far you advance on each throw of the special dice depends on what you ask for, and what you get. Parker's Bonkers! starts with a path that is almost bare. As the game progresses, instruction cards are added to the spaces causing more and more to happen.

Each year, and this year's Toy Fair was no exception, the game "mechanisms" multiply, ramify, combine, and twist. Whether or not there are any classics in the 1978 offerings remains to be determined—by you, the game players. □

where Sanders and a more Spartan type named Frank Stranahan were both house guests, the two men reached the breakfast table simultaneously. They arrived by different routes. Stranahan came down the stairs from eight hours of sleep, freshly scrubbed and ready to go out and do battle with the course. Sanders came through the front door, disheveled, his eyes a burning red that would have contrasted terribly with the purple golf outfit he often favored. Stranahan sat at the breakfast table. Sanders lurched into a chair. Stranahan gulped down a glass of orange juice. Sanders lifted a cup of coffee and watched as hand and cup began to shake. Coffee splattered Sanders' hand. Stranahan looked up brightly. "How about a friendly side wager today?" he said.

"I-I-I don't think so," said Sanders, his shakes growing worse.

"Oh, c'mon," Stranahan said.

"N-n-n-no," said Sanders, who did not normally stutter.

"Just a hundred dollars," Stranahan said, with a smile.

Sanders blinked his bloodshot eyes. "OK, we'll make it two hundred," he said, and then he lifted his coffee cup, without a trace of a shake, and drank it dry. Sanders beat Stranahan by several strokes that day; the match was won at the breakfast table.

"My best pitch is the spitter," Perry admitted, "especially when I don't throw it."

In the end, the best psych of all is the one achieved not by guile or deception, but by pure ability. In the 1968 Olympic Games, in Mexico City, on his first jump in the finals of the long-jump competition, an American named Bob Beamon struck a dramatic psychological blow. He jumped twenty-nine feet, two and one-half inches—nearly two feet beyond the existing world record. No man previously had jumped even twenty-eight feet. Beamon's effort was, statistically, the greatest single athletic achievement in the history of man.

Beamon's jump destroyed more than his opponents. "He has killed the event," one of his rivals said, and he was right. In the decade since then, while all other track and field records have fallen, Beamon's has endured. Still, no one else has jumped as far as twenty-eight feet. Since that historic day, Beamon himself has not jumped even twenty-seven feet. Beamon had achieved the ultimate psych. He was one of his own victims, and the game was done. □

ANSWER DRAWER



Lillian Namias

It's All Relative (Pages 14-15)

1. Ingrid Bergman with her father Justus, in Sweden.
2. Hugh O'Brian, years before he became Wyatt Earp, with his mother in Chicago.
3. Bette Davis with her mother.
4. Frank Sinatra with his mother Dolly.
5. Sid Caesar as a young boy with his mother.
6. Liza Minnelli, on her fourth birthday, with her father, director Vincent Minnelli.
7. Elizabeth Taylor (age two and a half) with her mother, stage star Sara Sothorn, and her brother Howard.
8. Jimmy Stewart (age three months) faced the camera for the first time in the arms of his mother.

Backgammon (Page 48)

From Diagram 4:

There are 15 ways in which Red can make a prime: 4-4, 4-3, 3-4, 4-2, 2-4, 4-1, 1-4, 3-2, 2-3, 3-1, 1-3, 2-2, 2-1, 1-2, 1-1.

From Diagram 5:

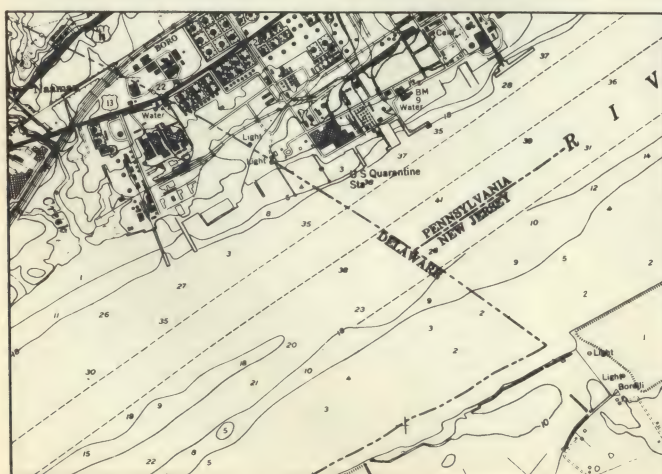
- (1) White can hit Red's blot only two ways (5-4, 4-5) instead of the usual five ways, because 6-3, 3-6, and 3-3 are blocked.
- (2) Red can hit White's blot thirty ways—any roll except 5-5, 5-2, 2-5, 4-4, 4-1, 1-4.
- (3) White should move his lone man forward the maximum four spaces so that he will leave the minimum number of ways for Red to hit and so that he will be that much closer to home.

Eyeball Benders (Pages 54-55)

1. Badminton bird (shuttlecock)
2. Nail clipper
3. King of spades
4. Drain plug
5. Spade shovel
6. Lipstick
7. Pencil sharpener
8. Walnut
9. Arrow feathers
10. Firecrackers
11. Ice cream stick
12. Shaving brush

U.S. Geography Quiz (Page 17)

1. Colorado, Utah, and Wyoming.
2. Hawaii.
3. Delaware, Pennsylvania, and—for a very short distance, all of which is over the Delaware River—New Jersey. See map below.
4. Alaska.
5. Hawaii.
6. Alaska
7. Alaska! (Parts of the Aleutian Islands extend beyond the 180-degree west longitude mark and therefore are technically situated in extreme east longitude.)
8. Seven (A number of routes are possible, beginning in Virginia or North Carolina and ending in California or Oregon, and involving fifteen states in all.)
9. Three (A number of routes are possible, all involving the Far Western states.)
10. Missouri and Tennessee, each of which borders on eight other states.
11. Montana, Wyoming, Colorado, and New Mexico.
12. Canada, Mexico, and the Soviet Union (which is visible from Alaska).



Chess Problems (Page 44)

- A. White moves his queen forward two squares diagonally, checking the king! Black captures with his rook. White then moves his bishop one square diagonally forward, again checking the king, and wins easily.
- B. White attacks Black's queen with his white-squared bishop! If the Black queen captures the bishop, White's rook will take Black's knight's pawn, putting Black in check! When Black then captures the rook with either pawn, White will play queen takes queen. Therefore, Black cannot capture the bishop with the queen, and White's rook is unpinned and rescued.
- C. White moves his queen forward one square diagonally where it threatens mate on the square in front of the Black king. Black moves his queen one square to his left to stop the mate. White's queen then captures the pawn in front of her with check! Black's king captures the queen, and White's pawn captures Black's pawn with a "double-check." Now Black has two choices. If his king captures the pawn, White's white-squared bishop will check and mate the king. If instead the Black king goes back to its original square, White will move his rook forward four squares and deliver mate. It will not help Black at any time to check the White king by queening his pawn, since White will take the queen with his rook. If Black recaptures with his rook, White will move his king diagonally forward to safety and can then proceed with the mating attack described above.

Hinkel's Twinkles (Page 16)

Fletcher drew an "S" in front of the IX, thereby answering the challenge to make a 6 with a single (albeit curved) line.

Pencil Pointers (Pages 22-23)

One way to solve problems in the text:

GRABS, CRABS, CRIBS, CRIES, CRIED, CREED, GREED, GREEN.

LEAD, LOAD, GOAD, GOLD.

HATE, HAVE, LAVE OR HOVE, LOVE.

QUITE, SUITE, SUITS, SUETS, DUETS, DIETS, DINTS, DINES, LINES, LINER, LITER.

Currier & Ives (Page 56)

We found seventeen human faces scattered throughout the illustration; also a cat at upper left; a bird, rodent, snake, and sheep in center foreground; and a tiger, bull, dog, and donkey in right foreground. We'd like to hear if you find others.

Alibi Trail (Page 50-51)

The culprit named by Inspector Mountebank was J. J. Wagnall. Working on a hunch from the one tangible clue (Hugo's call to the police), Mountebank decided to eliminate Wheaton and Wendell first, provided each could come up with a satisfactory alibi. Unwittingly, each did just that.

Though Wheaton's effort to stretch the time that he and his girl friend had spent in the cafe was shaky, and the testimony of the waiter was uncertain, there was some physical evidence supporting Wheaton's story. The candles originally lighted by the waiter had burned down so far that Mountebank figured Wheaton and the girl might well have spent nearly two hours in the cafe.

Peter Wendell's claim that he had started a game of pool with a stranger in the game room of the Suburbia Motor Lodge also had actual evidence to support it. The clerk had seen the two girls in the process of finishing their game, which (as Mountebank saw it) would probably have cleared the pool table. But when the clerk unlocked the game room for the Inspector the next afternoon, there were enough balls on the table to suggest that someone else had begun a game and failed to finish it.

Inspector Mountebank didn't bother to confirm Wagnall's claim that he had stayed around the airport looking for his lost luggage. After mulling over his theories, Mountebank analyzed Hugo's call to the police:

"Neither Wheaton nor Wendell has a name that fits the first four letters that the police sergeant thought he heard over the phone, but Wagnall's name does! 'W-H-E-N-' doesn't go with Wagnall, but 'W-A-G-N-' does. That's the name Hugo was really spelling. Phonetically the two are virtually the same!"

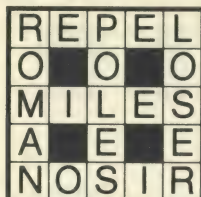
When confronted with the Inspector's theories, Wagnall realized his game was up, gladly confessed his guilt in exchange for immunity from a kidnapping charge, and led the law to a hideaway where he was keeping Hugo prisoner. Hugo's testimony clinched the case.

Code Breaker (Page 52)

- A. White Yellow Yellow Green
- B. Yellow White Blue Black
- C. Blue Black Green Black
- D. Green Green Red Black
- E. White Black Green White
- F. Red Green Red White

Crossword à l'Anglaise (Page 25)

Warmup Puzzle



ACROSS

- 1 REPEL is LEPER turned back (spelled backwards) and also means "drive away."
- 4 MILES is SMILE with the letters rearranged (straightened out), it means "a long way," and was the first name of colonist Standish.
- 5 NO SIR, found (by rearranging the letters) "in IRONS," is the polite negative response called for by "the man."

DOWN

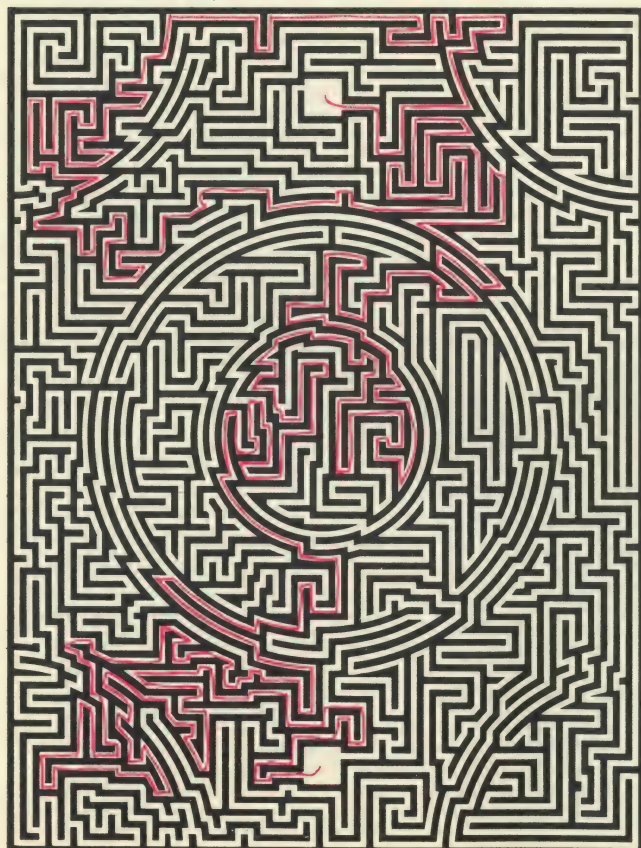
- 1 ROMAN is an old (i.e., ancient) Italian, and is "mixed up" in RAMON, NORMA, MORAN, and MANOR.
- 2 POLES are the Eastern Europeans who often "come to ski" (i.e., their names end in -ski), just as POLES in another sense are skiing sticks. The letters in POLES are buried (or hidden) in the word SLOPE.
- 3 LOSER is defined by the statement "he comes in last"; and in the phrase "cLOSE Races," it is followed by the letters "aces."

Scrambled Opposites (Page 28)

- | | | |
|-----------------|------------------|----------------------|
| 1. end/begin | 6. birth/death | 11. unusual/normal |
| 2. east/west | 7. slave/master | 12. multiply/divide |
| 3. part/whole | 8. freeze/thaw | 13. continue/pause |
| 4. attic/cellar | 9. danger/safety | 14. simple/complex |
| 5. fancy/plain | 10. stupid/smart | 15. marriage/divorce |

An Op-Art Maze (Page 35)

This is the shortest of the possible solutions.



Crossword à l'Anglaise (Page 25)

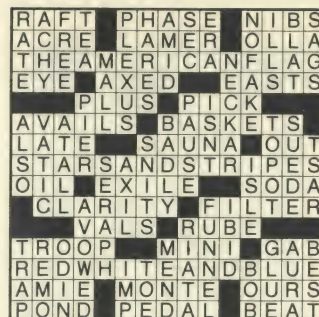
ACROSS

- 1 Fingertips (fine grips + T)
- 6 Stir (mix—in a straight definition!)
- 10 Entwist (ten + wits)
- 11 Carpets (pets + car)
- 12 Close encounter (cruel + tones + once)
- 14 Hussies (sues + his)
- 15 Origami (Margo + II)
- 17 Resists (sisters)
- 20 Captive (a + TV + epic)
- 22 Odds-on favorite (odd + favorite + son)
- 25 Puccini (I + C + Punic)
- 26 Trivial (VI + trial)
- 27 Sore (Eros)
- 28 Chancellor (chance + roll)

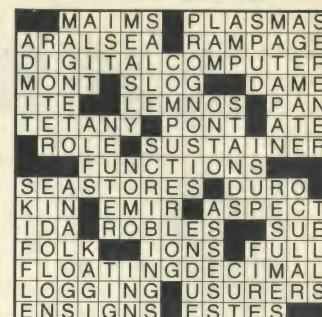
DOWN

- 1 French horn ([Parisian] + [antler])
- 2 Nations (coroNATIONS)
- 3 Epidemics (spied + mice)
- 4 Tetanus (ate + nuts)
- 5 Piccolo (sound-alike for pick a low)
- 7 Theresa (THERE'S A)
- 8 Rose (triple definition: she, went up, flower)
- 9 Iron (or + in)
- 13 Wine cellar (Lee + crawl + in)
- 16 Improvise (VIP + is + more)
- 18 Sidecar (cider + as)
- 19 Sunfish (his + fun's)
- 20 Chasten (a + stench)
- 21 Initial (IN IT I Already)
- 23 Said (dais)
- 24 Opus (soup)

Old Glory (Page 27)



Data and Retrieval (Page 27)



A Russian Cipher (Page 26)

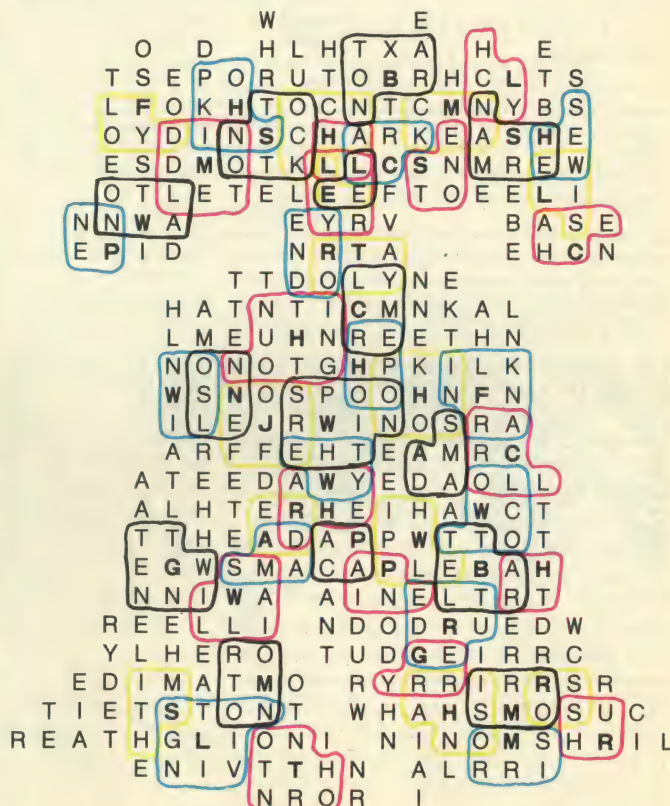
Cyrillic Alphabet:

A	a	П	p
B	b	Р	r
B	v	С	s
Г	g	Т	t
Д	d	У	u
Е	e	Ф	f
З	z	Х	kh
И	i	Ц	ts
К	k	Ч	ch
Л	l	Ш	sh
М	m	Щ	shch
Н	n	Ю	yu
О	o	Я	ya

1. ATOM
2. MOMENT
3. METRO
4. FAKTOR (factor)
5. METALL (metal)
6. ORGAN
7. FOKS-TROT (fox trot)
8. MATERIAL
9. RADIO
10. VODKA
11. KOMPONENT (component)
12. ПРОДУКТ (product)
13. YUNION (union)
14. ZEBRA
15. TSAR (czar)
16. TSITADEL (citadel)
17. KHARAKTER (character)
18. SHOFR (chauffeur)
19. YUGOSLAVIYA (Yugoslavia)
20. AZIYA (Asia)
21. CHEKHOSLOVAKIYA (Czechoslovakia)
22. KHRUSHCHEV
23. WASHINGTON (Washington)
24. LENINGRAD
25. STALIN
26. ROSSIYA (Russia)
27. AMERIKA (America)
28. ANTARKTIKA (Antarctica)
29. LYUKSEMBURG (Luxemburg)
30. SKANDINAVIYA (Scandinavia)
31. CHAIKOVSKII (Tchaikovsky)
32. GERMANIYA (Germany)
33. TOLSTOI
34. PUSHKIN

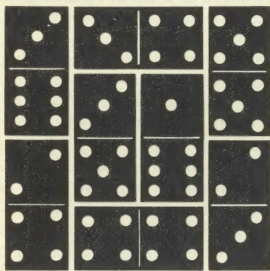
July 4, 1776 (Page 36)

The first letter of each name is printed in bold type, and the entire name is circled.



Salute to GAMES & PUZZLES (Pages 32, 33)

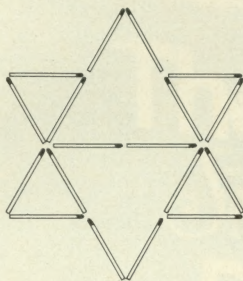
1. The first die in the second row is the odd one.
2. Every symbol in the complete figure occurs four times in four squares which are the corners of a rectangle or square. Therefore, the missing square contains a small circle and a diagonal line from the lower left to the top right corner.
3. 1 - 10 - 2 - 8 - 4 - 6 - 5 - 7 - 3 - 9. Only three sums are formed, namely 10, 11, and 12. No improvement is possible.
4. Here is one solution. Horizontal, vertical, and diagonal reversals can lead to others.



5. Bill weighs 105 pounds; the bare-foot boy weighs 115 pounds; the heaviest boy weighs 130 pounds. Therefore, Bill must wear sneakers, Chuck must wear loafers, and Art is the barefoot boy.
6. Our solution: ropes, prose, pores, spore, poser.

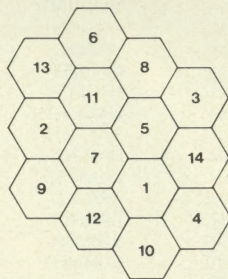
7. Juan Gomez had the cheese sandwich, and Pablo Rico had milk, a ham sandwich, and pie.

8. Who said the triangles all had to be of the same size?

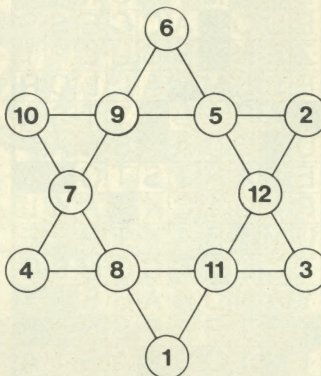


9. 1) Stayed up right through the night, stalking two deer across the plains.
2) Wait while I scream, for I saw mice around.
3) To keep the place cool for meetings, take off the roof.
4) Being perceptive, I made out the hole bored in the bureau.

10. This is one solution:



11. Here is one of the six possible solutions. It is interesting to note that in every case the corners of the three "diamonds" also add up to 26, i.e., $10 + 5 + 3 + 8 = 26$; $6 + 12 + 1 + 7 = 26$; and $2 + 11 + 4 + 9 = 26$. Also, the sum of the numbers in opposite external triangles is always equal, i.e., $6 + 9 + 5 = 1 + 8 + 11$; $2 + 5 + 12 = 4 + 7 + 8$; and $3 + 11 + 12 = 10 + 7 + 9$.



Dszqubhsbnt! (Page 34)

1. FEND OFF THE STORK Notice in weekly newspaper: Because of lack of space, a number of births have been held over until next week.
2. ACTUALLY, 39+ AND 2½ A meter measures three-foot-three. It's longer than a yard, you see. And two-and-a-quarter lbs. of jam weigh about a kilogram.
3. PISCINE DELIGHT An old Polish proverb says: Fish, to taste right, must swim three times: in water, in butter, and in wine.
4. A PENNY FOR YOUR THOUGHTS Question: If father gives one son eighteen cents and the other son seven cents, what time is it? Answer: Quarter to two.
5. BIRD CALL The resonant hoot of the great horned owl usually consists of five uninflected hoots in this rhythm: hoo, hoo-hoo, hoo, hoo.
6. COOKOUT Shrewdly noted by old hand: He who thinks smoke must mean fire has not fixed grub while on camping trip.
7. PREDATOR AND PREY It is useless for the sheep to pass resolutions in favor of vegetarianism while the wolf remains of a different opinion, said Dean William Inge.
8. SPACE PROBLEM According to government sources, more than forty-five hundred objects are now orbiting in space, from junk to satellites to space stations.

Double Cross (Page 31)

It was during the run of *Of Thee I Sing* that George Kaufman sent his famous telegram to a "scenery-chewing" William Gaxton: I AM WATCHING YOUR PERFORMANCE FROM THE REAR OF THE HOUSE. WISH YOU WERE HERE.—(Howard) Teichmann, *George S. Kaufman*

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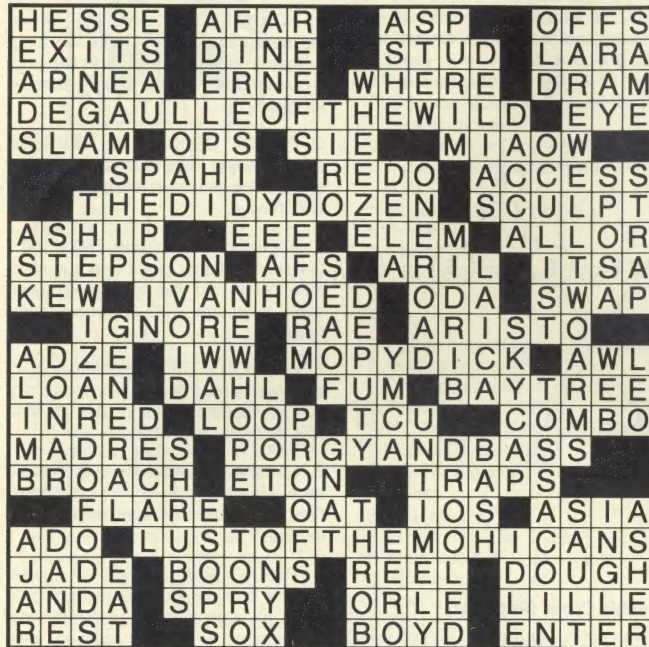
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3

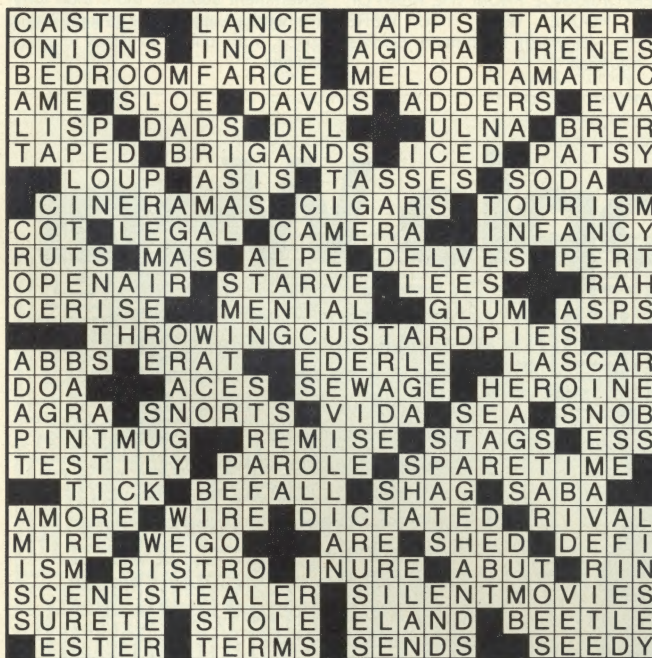
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Movies You May Have Missed (Page 29)

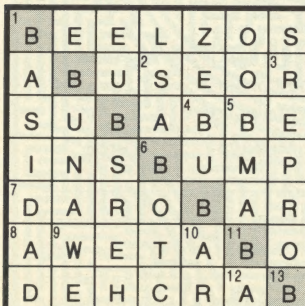
Nancy Schuster, winner of the Crossword Tournament, had the best score on this puzzle: 654 points (359 points for each correct letter, 25 points for a perfect puzzle, and 270 time-bonus points). She finished the puzzle in 18 minutes!



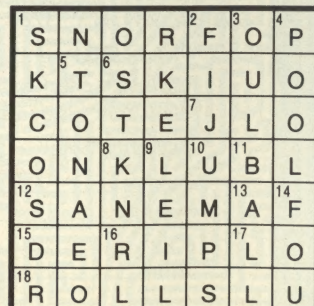
Putting on a Good Show (Page 39)



RightAngles #1—Spelling Bee (Page 37)



RightAngles #2—Sporting Chance (Page 37)



Laddergrams (Page 28)

You may well have come up with alternative solutions. Here are Lewis Carroll's answers:

1. EYE
DYE
DIE
DID
LID
2. PIG
WIG
WAG
WAY
SAY
STY
3. APE
ARE
ERE
ERR
EAR
MAR
MAN
4. ARMY
ARMS
AIMS
DIMS
DAMS
DAME
NAME
NAVE
NAVY
5. CAIN
CHIN
SHIN
SPIN
SPUN
SPUD
SPED
APED
ABED
ABEL
6. WHEAT
CHEAT
CHEAP
CHEEP
CREEP
CREED
BREED
BREAD
7. RIVER
ROVER
COVER
COVES
CORES
CORN
COINS
CHINS
SHINS
SHINE
SHONE
SHORE
8. WINTER
WINNER
WANNER
WANDER
WARDER
HARDER
HARPER
HAMPER
DAMPER
DAMPED
DAMMED
DIMMED
DIMMER
SIMMER
SUMMER

Shape Up (Page 30)

1. A (circle)
2. E (octagon)
3. C (rectangle)
4. B (square)
5. D (triangle)

The proper order must be alphabetical order. At least, we can think of no other way to arrange them. (For example, "length of perimeter" won't work as a criterion because B and E have equal perimeters. "Area" fails since B and D have identical areas. "Number of lines" loses because B and C both have four sides.)

Play Time (Page 30)

1. Playground (or playpen)
2. Play it Again, Sam
3. Player piano
4. Instant replay
5. Playwright
6. Gary Player
7. "The play's the thing"
8. Play down
9. Play it As it Lays
10. Play possum
11. Players
12. Horseplay
13. Play on words (or wordplay)
14. Play-by-play
15. Play-off
16. Play second fiddle
17. Play it by ear
18. Shoot the Piano Player
19. Foul play
20. Play with fire

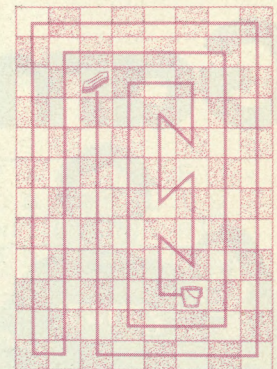
EUREKA

EUREKA will appear from time to time in fitting recognition of those venture-some spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

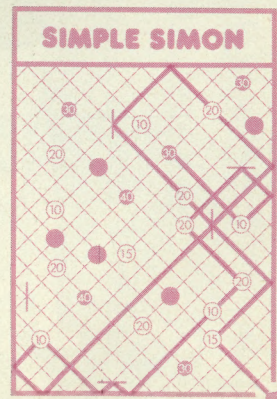
★ **Con-Sequential Spaces** (March/April, page 26). Hanon W. Russell of Milford, CT, has found an alternative solution to problem #8. The sequence "1-6-4-9-2-3-—" called for the answer 8, since every other number when pronounced is a word. Russell arrived at the same answer, but here is how he found it:

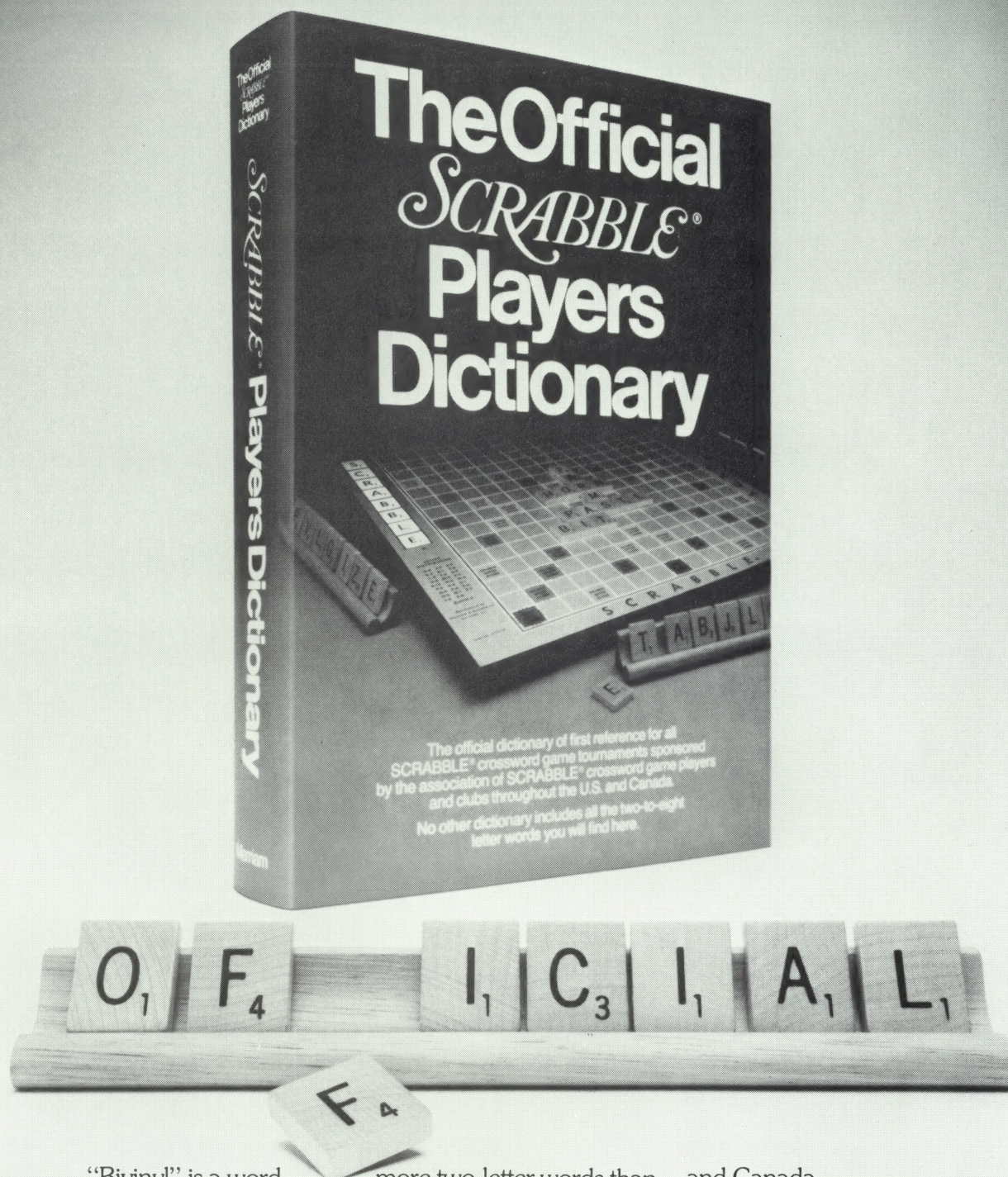
Each number in the sequence should be multiplied by the next number in line (i.e., 1×6 ; 6×4 ; 4×9 ; 9×2 ; etc.), and each product should then be divided by six ($1 \times 6 = 6 \div 6 = 1$; $6 \times 4 = 24 \div 6 = 4$; $4 \times 9 = 36 \div 6 = 6$; $9 \times 2 = 18 \div 6 = 3$; etc.). What is produced is the four-digit sequence 1-4-6-3, with $2 \times 3 = 6 \div 6 = 1$ starting the pattern again. So according to this reasoning, what is needed is a number which when multiplied by 3 and divided by 6 would produce a 4 (to continue the 1-4-6-3 sequence). That number is 8!

★ **On the Tiles** (March/April, page 37). David Heston of Rockville, MD, has improved on his own improvement (EUREKA, May/June, page 61) by two strokes. The charwoman is now able to cover the entire floor in only 20 straight lines, as follows:



★ **Pinball Mazes** (March/April, page 31). Patty Motley of Columbia, SC has matched our score of 155 for the Simple Simon maze, except that she did it in only 18 bounces instead of the 19 it took us.





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